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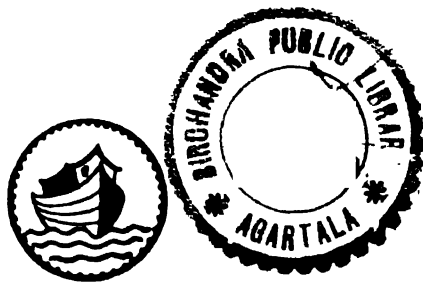
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ELY CULBERTSON

Culbertson's
CARD GAMES COMPLETE
with
OFFICIAL RULES

Albert H. Morehead
and
Geoffrey Mott-Smith
Co-authors and editors

ENGLISH EDITION
edited by
HUBERT PHILLIPS



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FOREWORD TO ENGLISH EDITION

It has been a pleasant task, preparing this English edition of Culbertson's *Card Games Complete*. Perhaps it is not inappropriate that I should have been asked to undertake it, since I knew Ely Culbertson at least as well as anyone else in this country. My friendship with him went back to the spring of 1900, when, in New York, I negotiated with him the terms of the first Anglo-American Duplicate match—which, together with the phenomenal success of his *Contract Bridge Blue Book*, put Ely on the map. This book will long serve as a reminder of his massive contribution to the pleasure that the world derives from card games.

I have been lost in admiration, as I perused these pages, of the knowledge and industry that their authors, Albert Morehead and Geoffrey Mott-Smith, have brought to bear. Games known only to me by name, and games that I never heard of, are here made intelligible. Inevitably, I have compared and contrasted this book with my own book, *Card Games*. The latter is an exposition of the card games played in this country, with an elaborate analysis and many illustrative examples of the more important of them. Here perhaps ten times as many games are described: the book is a veritable encyclopaedia. That its range is so wide is, of course, a consequence of America's multi-racial origins. Games of Dutch, German, Scandinavian, Central European, and Latin-American, provenance have contributed to the vast pool of fertile and fertilizing ideas which are inherent in a pack of cards. We can see now that whoever invented playing-cards really started something.

Apart from textual alterations of small significance, I have confined myself, in preparing this edition, to re-writing parts of the sections dealing with Bridge, Solo Whist, and Poker in the light of English usage, and to adding a description of games—Booby, Option, Challenge, and one or two others—which have been widely publicized in this country but are apparently not known in America. Card games—however much disparaged by people who don't happen to care for them—have made a contribution of great value to the pattern of Western civilization. They offer intellectual stimulus; harmless excitement; and, above all, an occasional respite from the incessant strain to which we are all subject in a frightening and frightened world.

HUBERT PHILLIPS

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·C RUMMY D·

RUMMY (or Rum) is believed to be an American adaptation of a Spanish game, Conquian, which crossed the border from Mexico in the middle of the last century. Today, polls show that more Americans know the rules of Rummy than of any other card game. A vast number of variants have developed. They are here grouped into five sub-families: Rummy, the basic game; 500 Rummy, which includes Canasta, Oklahoma and other popular new games; Contract Rummy; Knock Rummy, the parent of Gin Rummy; and Conquian, from which sprang "Pan", the favourite of card clubs in the far west.

BASIC RUMMY

Definitions. 1. The following terms are used in Rummy:

DEADWOOD. Unmatched cards remaining in a hand.

DISCARD PILE. The heap of cards successively discarded.

GO DOWN. End the play by placing the remainder of one's cards face up on the table.

GO OUT. Get rid of the last card in the hand.

GO RUMMY. Go out by melding the whole hand in one turn, having made no previous meld.

GROUP. Matched set; especially a set of three or four cards of the same rank, as distinguished from a sequence.

LAY DOWN. Meld a set.

LAY OFF. Meld separate cards by adding them to sets already on the table.

MATCHED CARD. One that forms part of a valid set.

MELD. Place one or more cards face up on the table, as provided by the rules, whether in a set or in laying off; any card or cards melded; a valid set.

ROPE. A set in sequence.

SEQUENCE. Three or more cards of the same suit in consecutive order of rank, as ♦7 ♦8 ♦9.

SET. Three or more cards of the same rank (group) or of the same suit in sequence (sequence). Also called matched set, meld.

SPREAD. Melded set; to meld.

STOCK. The rest of the pack after the hands are dealt.

UNMATCHED CARDS. Those not included in sets; deadwood.

UPCARD. The top card of the stock, turned over to commence the discard pile.

RUMMY

PROCEDURE OF PLAY

Number of players. 2. From two to six may play, each for himself. Four to six make a better game than two or three.

The pack. 3. A regular pack of 52 cards.

Rank of cards. 4. King (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A. (In some of the Rummy games the ace ranks either high or low.)

The shuffle and cut. 5. Spread the pack face down. Each player draws a card, but not from the four at top or bottom. The player drawing the lowest card deals first.

6. The dealer shuffles the pack and the player at his right cuts it.

The deal. 7. The dealer distributes cards one at a time face down, in clockwise rotation, beginning with eldest hand (the player at his left). Each player receives: ten cards, when two play; seven cards, when three or four play; six cards, when five or six play.

8. The undealt remainder of the pack is placed face down in the centre of the table, becoming the stock. The top card of the stock is turned face up and placed beside it; this upcard starts the discard pile.

9. When two play, the winner of a hand deals the next. When more than two play, the turn to deal rotates clockwise.

Object of play. 10. The player strives to get rid of all his cards by melding them on the table. To meld, he must form some or all of his hand into matched sets.

11. A matched set may comprise either:

(a) three or four cards of the same rank, as ♠7 ♥7 ♦7 ♣7; or

(b) three or more cards of the same suit in sequence, as ♠Q ♠J ♠10. (In basic Rummy the ace is in sequence with the two, but not with the king, so that a sequence round-the-corner, as 2-A-K, is barred.)

The play. 12. Eldest hand plays first, and thereafter the turn to play rotates clockwise. Each player must begin his turn with a draw and end it with a discard. (In basic Rummy and other variants, the discard may be omitted if the player goes out.) After his draw and before the discard, he may, if able and willing, meld any number of cards.

13. In drawing, the player always has the choice of taking the top card of the stock or the top card of the discard pile. He adds this card to his hand. He may discard any card then in his hand, placing the card face up on the upcard or discard pile. If he draws from the discard pile, he may not discard the same card in the same turn. The discard pile is kept squared up, and previous discards may not be examined.

14. In melding, the player may (a) lay down one or more matched sets, each of three or more cards; and/or (b) lay off any number of cards on melds already on the table—opponents' melds as well as his own. [Examples: If three jacks have been melded, he may add the fourth jack; if ♦9 ♦8 ♦7 has been melded, he may add the ♦10 or ♦6 or ♦10 ♦J or ♦6 ♦5.]

15. The player who first goes out by getting rid of all cards from his hand wins the deal. If all his remaining cards are matched or playable, he may lay them down without making a final discard.

16. If no player goes out by the time the last card of the stock is drawn, the discard pile is turned over (without shuffling) to form a new stock, and play continues. The next player in turn after the last card is drawn has choice between the discard and the top of the new stock.

17. *Optional rule.* If a card that could be laid off is discarded, any other player may call "Rummy!" as a claim to the discard. The claimant may lay off the card and make a discard, after which the turn reverts to the rightful player. The first to call rummy has priority; if two or more call simultaneously, the card goes to the player nearest the left of the discarder.

Scoring. 18. Each other player pays to the winner the index value of the cards remaining in his hand, whether they form matched sets or not. Face cards count 10 each, aces 1. When a player goes out, every player shows his full hand.

19. If a player goes rummy by melding his entire hand in one turn, having made no previous meld, he collects double from every other player.

20. Each deal is a complete game, as regards the scoring. (*Optional rule:* A game ends when any player's total score reaches 100.)

Irregularities. 21. *Play out of turn.* If a player draws out of turn and attention is not called to it before he has discarded, it stands as a play in turn and intervening players lose their turns.

22. If the offender has drawn the top discard and correction is required in time, he restores that card and play reverts to the player whose turn it was. The offender must retract any meld he made after his illegal draw. There is no penalty.

23. If the offender has drawn from the stock and has added the card to his hand before attention is called to the irregularity, he keeps the card drawn; play reverts to the player whose turn it was; and when the offender's turn comes he must discard without drawing and may not meld. The offender must retract any meld he made after the illegal draw.

24. If the offender has drawn from the stock and correction is required before he adds the card to his hand, paragraph 25 applies.

25. *Illegal draw.* If, in consequence of a play out of turn or by drawing more than one card from the stock, a player sees a card to which he is not entitled, and if correction is required before he has added that card to his hand, he must place it face up on the stock. If it was the offender's turn, he must discard if necessary to reduce his hand to the proper number of cards, but he may not meld. The next player in turn may draw the exposed card, or may have it put in the middle of the stock, face down (see paragraph 38), and proceed to play as if no irregularity had occurred.

26. If a player has drawn more than one card from the stock and has added them to his hand before correction is required, he must discard without melding; and in each subsequent turn he must discard without drawing or melding until his hand is correct.

27. If a player draws any discard but the last, and if correction is

required before he has discarded, he must restore that card to its proper place in the discard pile. If he has not added the card to his hand, he may proceed to play without penalty. If he has added the card to his hand, he must retract any meld he may have made and his turn ends. If correction is not required before the offender has discarded, his plays stand as regular.

28. *Incorrect hand.* If a player is dealt an incorrect number of cards and calls attention to it before drawing in his first turn, there must be a redeal. Thereafter, a player with too many cards discards without drawing, a player with too few cards draws without discarding (but only one card in each turn), until his hand is correct. A player who begins a turn with an incorrect hand may not meld in that turn.

29. If the player who goes out has too few or too many cards, and if it is discovered before any cards have been mixed together for the next shuffle, the offender draws a card from the stock without discarding, or discards from his meld, as the case may be; and play proceeds. All cards he melded in that turn are restored to his hand.

30. If, after a player goes out, another player has too many cards, he pays for all of them; too few cards, he pays 10 for each missing card.

31. *Irregularities in discarding.* A discard is not final until the player releases it in such position that it touches the discard pile. A card exposed by a player in any other circumstances may be replaced in his hand without penalty.

32. If a player discards more than one card, and if attention is called to the irregularity before the next player in turn has ended his turn by discarding, the offender may retract either card; if the next player has taken either card, the offender must retract the other. If the next player has ended his turn by discarding, the offender may not retract either card and at his next turn may be subject to paragraph 28 if he has too few cards.

33. If a player discards without drawing, he may draw from the stock at any time before the next player in turn has drawn; after such time, the offender is subject to paragraph 28. In no case may a player meld after discarding.

34. *Looking back at discards.* A player who touches the discard pile so as to see previous discards may not take the top discard when next he draws (whether in his current turn, if he has not yet drawn, or in his next turn, if he has).

35. *Exposed card.* There must be a redeal by the same dealer, after a proper shuffle and cut, if more than one card is exposed in dealing or if, before the deal ends, more than one card is found faced in the pack. After the deal is completed, no redeal may be called because of card exposure.

36. There is no penalty for exposure by a player of his own cards. If one card is exposed in the deal, the player to whom it is dealt must take it. If a player picks up and looks at any portion of another player's hand, the latter may choose either the hand that would have been his, or the offender's hand.

37. A card found faced in the stock, after the deal is completed, may be taken or rejected by the player whose turn it is to draw. If he rejects it, it is put in the middle of the stock (see paragraph 38) and play proceeds as if there had been no irregularity. If more than one card is faced at the top of the stock, the player's option applies only to the top such card; the next faced card is similarly available to the next player in turn, and so on. If more than one card is faced in the stock and the player in turn rejects the top faced card, his choice in drawing is between the topmost face-down card of the stock and the last discard.

38. Whenever in these rules it is provided (paragraphs 25 and 37) that a card be placed in the middle of the stock, "the middle" means the approximate middle of approximately ten or more cards. If there are fewer than ten cards in the stock, such card is placed, face up, in the approximate middle of the discard pile. [In Block Rummy, Gin Rummy and other variants, this is equivalent to making it a dead card.]

39. *Imperfect or incorrect pack.* A pack containing a card identifiable from its back must be replaced on demand of any player before the first card of any deal is dealt; after the deal begins, it stands as regular. If the pack contains an incorrect number of cards or a duplication of cards, or lacks any card essential to a correct pack, the deal is void if attention is called to the irregularity at any time before any cards are mixed for the next shuffle; but the results of previous deals with that pack are not affected.

40. *Invalid meld.* If a player lays down cards which are not in fact a set, they must be restored to his hand if discovered at any time before the cards have been mixed together; any card laid off on such a set remains on the table, but no card may be added to it unless three or more cards, which themselves form a valid set, have so been laid off.

41. If a player announces that he is out when he is not able to get rid of all his cards, he must show his full hand and lay down and lay off all he can. Play then proceeds as if no irregularity had occurred.

42. *Error in count.* An error in reckoning the points chargeable to a hand may not be corrected after that hand has been mixed with other cards. An error in recording an agreed count of a hand may be corrected at any time before settlement is made.

BLOCK RUMMY

Follow all the rules of basic Rummy, except:

The player who goes out must make a final discard; therefore his cards must constitute valid sets and still leave a card for discard. (If he was dealt seven cards, and has melded ♦ 10-9-8-7-6, leaving him with two cards, he cannot go out except by laying off. His two cards plus the card drawn might make a set, but he cannot meld it for want of a discard. So he would have been wiser to meld only four of his diamonds.)

After the stock is exhausted, the discard pile is not turned over. Play continues only so long as each successive player takes the top discard. When any discard is refused, play ends. All hands are shown, and the

player with the low count wins the difference from each other hand. If two or more hands tie for low, they share the winnings equally.

QUEEN CITY RUM

Follow all the rules of basic Rummy except:

A player may not meld until he can go rummy.

When a player goes rummy he collects the value of his own hand (not the value of each other player's hand, and not double) from each other player.

COON-CAN, or DOUBLE RUM

Coon-can was the first name given to the game we now know as Rum or Rummy; it was also called Double Rum and, in spirit as in name, was an anglicization of Conquian. In Coon-can, the French-English 52-card pack replaced the Spanish 40-card pack, the rotation became clockwise in the English manner, and the joker was introduced as a wild card.

Follow all the rules of basic Rummy except:

Three to five play. Ten cards are dealt to each.

Shuffle together two full packs plus two jokers, making a pack of 106 cards.

Each joker is "wild"—it stands for any card its holder chooses to name. [There is no "trading" for jokers that have been melded.] In laying off on a sequence that includes a joker, one may change the designated value of a joker: If the meld ♦ 9-Joker-♦ 7 is on the table, a player may lay off ♦ 8 and thus designate the joker as either ♦ 10 or ♦ 6 (depending on the value chosen to be given it by any player who may subsequently lay off on that meld.) In laying off on a group, one need only add a card of the same rank. (*Optional rule.* The designated value of the joker may be changed if it is at the end of a sequence, but not if it is in the interior of a sequence. In Coon-can, a joker may be moved only once and then it is placed crosswise to show that it may not be moved again.)

A joker left in the hand counts 15; an ace 11; face cards 10 each; other cards their index value.

BOATHOUSE RUM

Follow all the rules of basic Rummy except:

A player in turn may draw the top card of the stock; or, before drawing that card, he may take the top card of the discard pile and then either the next card of the discard pile or the top card of the stock. In any event, he may discard only one card. Play does not end until a player can lay down his entire hand at one time.

An ace counts either high or low in a sequence, and sequences may go around the corner as in ♣2 ♣A ♣K.

In the settlement, a player pays only for the cards in his hand that do not form matched sets. The payment may be either one point for every unmatched card, or the index value of all unmatched cards (ace counting 11), as agreed.

OPTIONAL RUMMY RULES

Any of the following rules may be encountered in certain games or localities, for the reasons stated:

1. No one may go rummy; a player must meld in two or more turns to go out. (This prevents unduly large losses to a lucky hand that can go rummy before other players have had time to meld what they can. When any player makes one meld it is apparent that he is legally able to go out on his next turn, and other players are thereby warned to unload if they do not want to risk being caught with a large count.)

2. No calling of "rummy" when the player in turn overlooks the opportunity to lay off the top discard. (The optional "rummy" rule is seldom followed; too often a player chooses deliberately not to lay off a card, and he should have this freedom of choice. In some Rummy games, of course, a player is "forced" to lay off a card when able.)

3. A player must lay down his whole hand or none of it. This is the converse of optional rule No. 1 above. It tends to increase the scoring, but is not widely played.

PIF PAF

Pif Paf, pronounced peef-poff, is a combination of Rummy play and Poker betting. It originated (about 1940) in Brazil, where it was a major fad; but it did not take hold in the United States as the other South American importation, Canasta, did.

Follow the rules of Rummy, except:

Shuffle together two regular packs, making 104 cards. The game is best for four to seven players, though three or eight may play. In any case, each player receives nine cards.

No upcard is turned. The discard pile is started by the discard of the first active player, after he has drawn from the stock. A discard may be claimed out of turn by any player if it enables him to go out; if two or more claim the same card, it goes to the one nearest the left of the in-turn player.

No cards are melded until a player can lay down his whole hand (nine cards) with all cards matched. A group in rank (such as queens) must contain exactly three suits, neither more nor less, so that a group may have no more than six cards. Sequences are limited only by the end cards, king (high) and ace (low). If the stock is exhausted, no one having gone out, the discard pile is turned over without shuffling to form a new stock.

The game is played in the manner of Poker. Each player antes one chip. The dealer must then make a blind bet (without looking at his

RUMMY

POINTERS ON PLAY

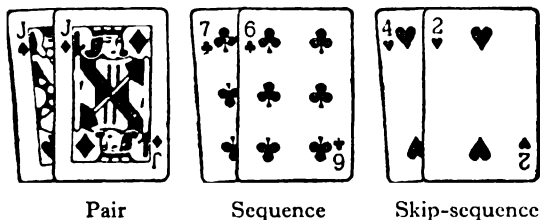
cards) of as many chips as there are players. Eldest hand (the player at dealer's left) may then, if he has not looked at his cards, double this blind bet, and if he does double, the player at his left (again without looking at his cards) may double eldest hand's bet; and so on. When a player does not choose to make a blind bet, he looks at his cards and then he, and each player in turn after him, after looking at his cards, must either put up the amount of the last blind bet or drop out of the play until the next deal.

When the turn comes around again to the last blind bettor, he may either raise his own previous bet, or may refuse to raise (in which case play begins). If the last blind bettor does raise, each player in turn thereafter may either call, or raise, or drop, until the highest previous bet has been exactly called by all players still in the pot. The limit for any player's total bet, including previous bets and including the amount by which he raises, is always twice the number of chips the last previous bettor has put into the pot. (For example: G, the dealer, bets 7 blind; A makes it 14; B looks at his hand and drops; C calls, putting in 14; D calls, putting in 14; E and F drop; G calls, putting in 7; A raises, putting in 14 more to make the total bet 28. B is out of it. C may raise 28 chips, putting in 42 to make his total contribution 56—twice the total contribution of B.)

The first player to go out wins the entire pot and deals next.

POINTERS ON RUMMY

Combinations. Two cards form a combination when the addition of a specific third card will form a matched set. There are three kinds of combinations, as shown in the diagram.



The skip-sequence is obviously inferior to the other two, since it can be filled by only one card, while the others can be filled by either of two. But what counts is the cards actually still available: a pair of jacks is worthless if the other two jacks are buried in the discard pile. If one of the cards needed to fill a pair or a sequence is *dead* (buried, or already melded) the combination is no better than a skip-sequence.

With no cards dead, a skip-sequence should be discarded before a two-place combination. A sequence is preferable to a pair, since the sequence can be extended to as many as thirteen cards, whereas a set rank is limited to four cards.

A pair and a sequence interlock when they want a common card. In the example hand, the player has just drawn a four, filling a set, and he now has to break up a combination. The sevens and the club sequence interlock, since they both want the ♣7. The total spaces in the two combinations together is not two plus two, but three. Hence one of the two is the best candidate for release, since only one chance to fill is thereby abandoned. To give up a queen or a deuce would kill two chances.



It seldom pays to pick up the discard merely to make a combination. Yet there are exceptional situations where such a course may "pay off". One such situation occurs very early in the game, when the player's hand is destitute of combinations. He holds, for example, the hand shown. The upcard was the ♠K, refused by the dealer, who drew and then discarded the ♥10. The player with this hand may very well pick up the ♥10. He thereby forms the most

economical of double combinations—three cards with four places open. An added factor is that the ♦K looks like a safe discard.

Discarding. Keep track of all discards, to the best of your ability, and draw all possible inferences as to what other players are holding. Discards picked up are the broadest tell-tales; almost invariably they indicate the filling of a set, and the only question is whether the set is a sequence or three of a kind. The answer is often readable from the player's ensuing discards. Also informative are the negative inferences—what discards each player refuses; what ranks are conspicuous by their absence from the discards.

A dead card is of course the safest discard; a card that may fill a set is wild and is held so long as safer discards are available. As among wild cards, the safest is one of different suit and adjacent rank to a previous discard of the next player: If the player at your left has discarded ♦7, your safest discard is the eight or six of one of the other three suits; your next-safest discard is ♦8, ♦6, or any seven.

Cards that fit with sets inferred to be held by other players should of course be saved. If stuck with such a *player* early, try to build a set around it; e.g. if you have to keep a ten because your left neighbour has previously picked up a ten, try to form a sequence. You may have to pick up a discard to do so, merely making a combination, but here is a situation in which the policy may pay. When you get a player late

in the game, but before anyone has "cracked" (made the first meld), give consideration to "breaking the ice". If you lay down what matched sets you have, you may induce others to follow your example, and so gain opportunity to lay off your player.

Melding. The case against melding a matched set at first opportunity is that (a) you thereby give other players the chance to lay off on it; and (b) you show how near or how far you are from going out. What usually happens is that no one makes any meld until the stock is perhaps half gone; then someone "cracks" and all others hasten to do the same. The urgency (with three or more players, not with two) is that you cannot safely hold up your entire hand after one opponent has melded, because the chance to lay off may allow another opponent to go out.

You protect your own interests best by not "cracking" until you have good reason to believe another player is close to going out. This inference depends primarily on how many times he has taken the discard; another clue is his discard of combinations, tending to show that he has filled a set. But with a poor hand, and especially with one or more players, be quick to start the stampede. You limit your loss by "unloading", and may gain useful information from what the other players meld.

Block Rummy. The chief difference from Basic Rummy is that you must avoid above all being left with just two cards. Having to make a final discard, you cannot make a matched set, so must draw two players. Try to get down to three cards or one. Don't meld more than three cards in a set (unless you go out in that turn); if you have the fourth to three-of-a-kind, or additional cards in sequence, save them until you can lay them off without leaving yourself two non-player cards.

Because of the block feature, it becomes important when the stock gets low to unload high unmatched cards. But if you are stuck with cards you know your opponents want, cling to them and try to force a block, with no player going out.

Queen City Rum. Since the winner collects the count of his own hand, regardless of what the losers hold (matched or unmatched), the natural tendency is to save high cards. But the value of going out is enormously greater, on the average, than the value of having a high-count as against a low-count hand. Hence, if you find other players ditching low cards mechanically, save low cards.

Boathouse Rum. Owing to the greatly increased chances of filling sets, the abstract relative values of combinations are best forgotten. Reading the adverse hands by every available inference is the only safe guide, and your discarding should be based on what looks safest to let go rather than what looks best to keep.

Pif Paf. The paramount object is to form the hand so that it calls only one card to go out, since any such card can be claimed out of turn. Contrary to what one might think, the play does not continue very long on

average before some hand goes out. Just as important as forming, say, two matched sets, is to be left with a double combination rather than with three disconnected cards. It therefore pays, much oftener than in basic Rummy, to pick up a discard merely to make a combination.

The limitation on a set by rank does not make it harder to form, in general, than a sequence. A combination in sequence calls four cards to fill (two duplicates of each next card); an odd pair likewise calls four cards. A completed sequence is easier to extend than three-of-a-kind—but going out with only two sets is rare. Certainly at the outset aim for three sets of three, discarding a duplicate card in a set by rank, or a fourth card in a sequence, rather than break up a two-card combination.

For example, suppose that your hand after the draw is as shown.

If you save all the hearts, breaking a combination, you are left calling eight cards to reduce your hand to the desired situation (able to claim a discard out of turn to go out). But if you let go the ♥Q or ♥9, you are calling twelve cards for the same end. The point is that if you save the hearts, and draw the ♥K or ♥8, the five-card sequence is a white elephant—you still have to get two more fillers to go out.



Many of the principles of Poker can be applied in the betting. But it is not so vital as in, say, Draw Poker, to feel assured that you have the best hand going in. The chief function of raises, even more than in Poker, is to freeze out some of the players who might otherwise “draw out” on you. It is true that if you have a good hand, you may wish to keep everybody in, so as to collect from more opponents when you win. But in Pif Paf your control of the play (such as it is) dwindles geometrically with each additional player who stays in. You may win by skill against one or two opponents, but with three or more the chance that a lucky draws will put some player out ahead of you becomes too great to be worth the risk.

♣ 500 RUM ♠

THIS game is also called Pinochle Rum. In the embryo stage it was called Michigan Rum. The essential idea of this family is to give scoring value to melds in themselves, apart from their value in getting rid of cards from the hand. This idea has been extensively worked in a whole series of variants, which have also blossomed out with all manner of other special features. Best known of this group are, besides the aforementioned: Persian Rummy, Oklahoma, Canasta.

Number of players. 1. From two to eight may play. Three, four or five make the best game. Usually, each plays for himself, but four may play in two partnerships.

The pack. 2. A regular pack of 52 cards when four or fewer play; two packs shuffled together, when five or more play.

Rank of cards. 3. A (high or low), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A (high or low).

Values of cards. 4. Ace counts 15 in all circumstances except when melded in a low sequence, 3-2-A; here the ace counts 1. Face cards count 10 each; other cards count their index value.

The shuffle and cut. 5. Draw for first deal; lowest card deals; ace ranks low in drawing. The dealer shuffles the pack and the player at his right cuts it.

The deal. 6. The dealer distributes cards one at a time face down, in clockwise rotation beginning with eldest hand (the player at his left). Each player receives: thirteen cards when two play; seven cards when three or more play.

7. The undealt remainder of the pack is placed face down in the centre of the table, becoming the stock. The top card of the stock is turned face up and placed beside it; this upcard starts the discard pile.

8. The turn to deal rotates clockwise.

Object of play. 9. The object is twofold: (a) to score the point value of cards melded, and (b) to get rid of all cards in the hand. Cards may be melded in matched sets or may be laid off on sets previously melded by any player.

10. A matched set may comprise either:

(a) three or more cards of the same rank; or

(b) three or more cards of the same suit in sequence. An ace may be ranked high or low to make a sequence, in A-K-Q or 3-2-A.

The play. 11. Eldest hand plays first, and thereafter the turn to play rotates clockwise. Each player must begin his turn with a draw and end it with a discard. After his draw and before the discard, he may, if able and willing, meld any number of cards.

12. In drawing, a player may always take the top card of the stock; but he may instead take any card in the discard pile, provided that he melds this card in the same turn. The card may be melded in a new matched set or may be laid off on a previous set. If he so draws a card from the discard pile, the player must also take all the cards above it in the pile. He may meld such cards in the same or any subsequent turn.

13. In melding, a player may (a) lay down one or more matched sets, each of three or more cards; and/or (b) lay off any number of cards on melds already on the table—opponents' melds as well as his own. Each player should keep all cards melded by himself segregated from the cards melded by other players. When a card laid off would fit with either of two melds, the player must state to which he chooses to attach it.

14. The player ends his turn by placing a card face up on the discard pile. This pile should be kept spread in an overlapping row, so that all cards may be read. (As a matter of etiquette, a player who draws from the discard pile should give all other players a reasonable time to examine all the cards he takes, before putting them in his hand. Correct procedure is to detach the card drawn, meld it, then spread all covering cards for inspection until all players have signified that they are satisfied.)

15. If any player goes out by getting rid of all cards from his hand, play ends. If a player can meld all his remaining cards, he may do so; he need not make a final discard.

16. If no player goes out by the time the stock is exhausted, play continues so long as each player in turn draws from the discard pile. It is not compulsory to draw if able. Play ends when first a player does not draw.

Scoring. 17. When play ends (whether or not any player goes out), each player computes his score as follows: He totals the values of all cards he has melded, and subtracts the values of all cards left in his hand. (Cards left in the hand count minus, whether or not matched in sets.) There is no bonus for going out.

18. The net score of each player for each deal is recorded on paper, in separate columns for each player. A running total is kept of each player's score. (The net of a deal, and therefore the running total, may be minus.) The first player to reach a total of plus 500 or more wins the game. All deals are played out; if two or more reach 500 in the same deal, the highest final total wins.

19. There is no bonus for winning a game (except by specific agreement). Each player collects from or pays to each other player, according to the difference of their final total scores.

Irregularities. Penalties and rectification are the same as in basic Rummy (paragraphs 21-42, pages 3-5) except as follows:

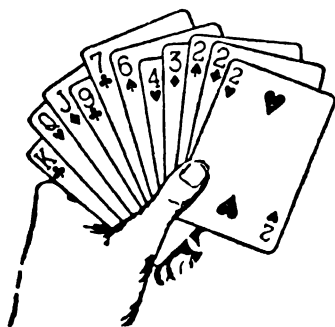
20. If a player takes any discard and does not show a valid melding use for it: if he has not added any discard to his hand, the discard pile

is reconstructed by agreement of a majority of the players, there is no penalty, and play proceeds as if the irregularity had not occurred; if the offender has added any discard to his hand, he must expose his entire hand until the discard pile has been reconstructed.

POINTERS ON 500 RUM

Going out is a secondary consideration, unless opportunity offers to go out before an opponent has made any meld. Begin the game, at least, with the idea of getting as many cards into your hand as possible. Every meld depletes your hand of cards, and therefore of chances to make additional melds; try to get sizable batches from the discard pile in compensation.

Normally, all early discards are low, every player saving high cards on principle until forced to disgorge. Also, whenever possible players "salt" the discard by discarding from low combinations, and even from low sets. For example, suppose that after the draw you hold the hand shown.



The right discard is the $\spadesuit 2$! Precisely because your hand is so bad, you must break up your matched set to salt the discard pile. Actually, you have ironclad certainty that no one else can take the $\spadesuit 2$ for a meld, since you also have the $\spadesuit 3$, but the discard would be indicated even without this protection. The 6 points for the set of deuces is as nothing beside the chance to get a batch of cards by waiting two or three rounds and then reclaiming the $\spadesuit 2$.

If you happen to fill a low set by drawing from the stock, give consideration to breaking it up in order to salt the discard pile. The danger of so doing is proportional to the number of cards under your discard—the cards that may give another player opportunity to capture your "bait".

The normal course is never to discard an ace or a face card unless forced, or unless you are aiming to go out. But the deliberate discard of a dangerous card is sometimes an advisable defensive manœuvre. Sometimes you have to "give to get". By giving your left neighbour a card you know he wants, you may "squeeze" out of his hand a card that you want (which you know he holds). In all such manœuvres, it is important to play to the score. Deliberately "feed" the player with the lowest score, if by so doing you keep dangerous cards out of the hands of the opponent with highest score.

Towards the end of a hand the question often arises whether to dig into the discard pile in order to make a meld, at cost of increasing your deadwood when one or two opponents are down to a few cards. Don't exercise a short-sighted economy here; it is a mistake to refuse a meld merely because it does not exceed the increase in your deadwood. There

is a valuable equity in removing a batch of cards from reach of the other players (20 points at least), and the more cards you have the more difficult it becomes for the other players to avoid feeding you.

PARTNERSHIP 500 RUM

Follow the rules of 500 Rum, except:

Four play, two against two as partners. Partners sit opposite each other. They try to help each other form matched sets (as by discarding usable cards), but each player's melds are kept separate from his partner's. The scores of both partners are combined into a single net for the deal, and a single running total of deal scores.

PERSIAN RUMMY

Follow the rules of 500 Rum, except:

Four play, two against two as partners. Partners sit opposite each other.

Use a regular pack of 52 cards, plus four jokers. (Each regular pack includes two extra cards. A Persian Rummy pack thus can be formed from two regular packs, leaving one without jokers to be used in other games.)

Jokers are not wild; they form a separate rank and can be melded in groups of three or four, but not in sequences. Each joker counts 20. A group of four of a kind, if all four are melded at once, counts double. For example, four jokers melded at once count 160 instead of 80. Aces rank high, always counting 15. Thus A-K-Q is a valid sequence, but 3-2-A is not.

Unmelded cards taken from the discard pile are not added to the player's hand, but are left face up on the table, though they belong to the player who took them as though they were in his hand.

A game comprises two deals. The side having the higher total score after two deals receives a bonus of 50 for the game, and wins the difference of the final total scores. If a player goes out, play ends and his side receives a bonus of 25 points. When the stock is exhausted, each player in turn must continue the play if he can, by drawing from the discard pile either to lay off or to form a new matched set.

Pointers on play. Partners signal each other by discards: The discard of an ace calls for partner to discard a joker if he has one; the discard of a ten or face card calls for partner to discard an ace if he has one. If a player melds, whatever he then discards is not to be taken as a signal. In the closing stages of the game, when a player may have little choice of discard, there are no signals.

OKLAHOMA

Number of players. 1. From two to five may play. Three make the best game; next-best is four. Each plays for himself, except that four may play in two partnerships, partners sitting opposite each other.

The pack. 2. Shuffle together two regular packs of 52 cards, plus one joker, making 105 cards in all.

Rank of cards. 3. A (high or low), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A (high or low).

4. The joker and all eight deuces are wild. A wild card may be designated to be of any suit and rank, as the owner chooses.

Values of cards. 5. Each card has a point value, as follows:

CARD	IN A MELD	IN HAND
Joker	100	200
Ace	20	20
Queen of spades	50	100
K, Q, J, 10, 9, or 8 (except ♠Q)	10	10
7, 6, 5, 4, or 3	5	5
Deuce, designated higher than 7	10	20
Deuce, designated as 7 or lower	5	20

The draw. 6. The pack is spread face down. Each player draws a card, not one of the four at top or bottom. The player drawing the lowest card deals first and has choice of seats; next-lowest sits at dealer's left. In drawing, ace ranks high and joker is lowest of all.

The shuffle and cut. 7. The dealer shuffles the pack, and the player at his right must cut it, as in Contract Bridge (page 116).

The deal. 8. The dealer distributes cards one at a time face down, in clockwise rotation, beginning with eldest hand (the player at his left). Each player receives thirteen cards.

9. The undealt remainder of the pack is placed face down to form the stock. The top card of the stock is turned face up and placed beside it; this upcard starts the discard pile.

10. The turn to deal rotates clockwise.

Object of play. 11. The object is twofold: (a) to score points by melding, and (b) to get rid of all cards in the hand. Cards may be melded in matched sets or may be laid off on the player's own previous melds.

12. A matched set may comprise either:

(a) three or four cards of the same rank, regardless of suits, as ♦5 ♦5 ♠5; or

(b) three or more cards of the same suit in sequence. An ace may be ranked either high or low to make a sequence, in A-K-Q or 3-2-A.

Wild cards. 13. Any number of wild cards may be included in one set. Deuces may be melded as such. When a deuce or the joker is melded with natural cards, the player must state the rank assigned to each wild card. [For example, if he melds ♠8 ♣2 ♦2, he must state whether he intends a group of eights, or a sequence 8-7-6 or 9-8-7 or 10-9-8. The statement can often be omitted because the wild card must be of a certain rank to make a valid set, as in melds of Q-Q-2, 10-Joker-8.] Such statement is binding for determination of what cards may later be added to the set.

14. When a player has melded the joker, he may later take it back in his hand in exchange for the natural card that it was stated to represent. For example, if the meld is ♣10-Joker-♣8, he may meld the ♣9 in place of the joker, which may then be used elsewhere. The joker may never be so captured from another player, and deuces once melded may never be recaptured.

The play. 15. The turn to play rotates clockwise. Each player must begin his turn with a draw and end it with a discard. After his draw and before the discard, he may, if able and willing, meld any number of cards.

16. In drawing, a player may always take the top card of the stock, and instead he may take the top card of the discard pile provided that he takes the entire discard pile and melds the top card in the same turn. This card may be melded in a new matched set or laid off on a previous meld. (In Oklahoma, the discard pile is called the "pack".)

17. To commence the play, eldest hand may take the upcard, if he wishes. If he refuses it, each other player in turn has option of taking it. Whoever takes the upcard plays first. If all refuse it, eldest hand draws from the stock, and play proceeds in turn.

18. All discards are placed face up in one pile, which should be kept squared up, so that only the top card can be read.

19. The queen of spades may never be discarded so long as the player has any other card to discard. To go out, the player having a queen of spades must therefore either meld it or reserve it for his final discard.

20. A player may lay off cards only on his own previous melds. A group of four of a kind is closed; no additional cards may be laid off on it. [But a sequence may be extended to fourteen cards, with an ace at each end.]

21. If any player goes out by getting rid of all his cards, he wins the deal and play ends. If the last card of the stock is drawn, and the player discards without going out, the play ends without a winner.

Scoring. 22. When play ends, each player computes his score as follows: He totals the values of all cards he has melded, and subtracts the values of all cards left in his hand. (Cards left in the hand count minus, whether or not matched in sets.)

23. If a player won the deal by going out, he scores a bonus of 100 points.

24. The net score of each player for each deal is recorded on paper, in a separate column for each player. A running total is kept of each player's score. The first to reach a total of 1,000 or more points wins a game, for which he receives a bonus of 200. All deals are played out; if two or more reach 1,000 in the same deal, the highest total wins. If two or more tie, they share the game bonus equally.

25. At the end of the game, a player who has gone out with concealed hand in any deal receives a bonus of 250 points for each such deal (this bonus cannot count towards winning the game). A concealed hand is one that goes out in one turn, at any turn after the player's first—the hand having previously melded not a single card.

Irregularities. Paragraphs 21 to 42 on pages 3-5 apply, and also:

26. If a player discards the spade queen, having any other available discard, he must retract it on demand of any other player if made before the next player in turn has drawn. (Only a player reduced to two cards may discard the spade queen, and he must show his other card, which must also be a spade queen.)

27. If a player fails to designate the rank of a wild card when he melds it, he may not later lay off on the set in which it was used, or trade for the joker in such set.

28. If a player takes the discard pile and cannot meld the top card, he must restore the discard pile and his turn ends without other draw, meld, or discard. If he has added any discard to his hand, he must show his entire hand until a majority of the other players restore the discard pile to their satisfaction.

POINTERS ON OKLAHOMA

Don't meld too early in the play; after four or five draws your hand may form other combinations that will use more cards.

Usually hold a pair rather than a two-card sequence, as there is a better chance to improve your pair.

As a general rule you take the discard pile when it will give you more points in melds than the point value of the unmeldable cards.

Save an odd queen or a high spade—♠K, ♠J or ♠10—even when it is unmatched with other cards. If you draw the ♠Q you cannot discard it, and a matching card will improve your chance of melding it.

When you take the discard pile, before mixing it with your hand count back to remember which cards each other player has thrown.

It is both ethical and proper to throw a card that will put the next player out, if there is a danger that otherwise another player will go out concealed.

Prefer to meld three of a kind rather than four of a kind, using the fourth card in another meld. Four of a kind is a closed meld and you cannot go out by adding to it if you are left with a single card later.

CANASTA

This is one of the principal fad games of the twentieth century. It originated in South America, probably in Uruguay; assumed its present form in Argentina; and began to be played in the United States early in 1900. So rapidly did it become popular—more rapidly than any other game in history—that by the end of 1900 there were 15,000,000 Canasta players in the United States. In 1905 and 1911 higher-scoring versions of the game, such as Samba, began to overtake it. The word *canasta* means "basket", and the game probably is so called because one gradually builds up, or "weaves", the high-scoring canastas.

Number of players. 1. From two to six may play, each for himself. The best game is four, in two partnerships. Six may play in partnerships of three on a side, partners sitting alternately.

The pack. 2. Shuffle together two regular packs of 52, plus four jokers, making 108 cards in all.

Rank of cards. 3. If cards are drawn to determine partnerships and deal, they rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. The suits rank: Spades (high), hearts, diamonds, clubs. Jokers are void in drawing, and a player drawing one must draw again. Outside of the draw, the cards have no relative ranking. The two (or three) players drawing the highest cards are partners.

Wild and special cards. 4. The four jokers and all eight twos are wild. A wild card may be designated to be of any rank, as the owner chooses. All threes are special cards, the red threes being different from the black threes.

Values of cards. 5. Each card has a point value, as follows:

Joker	50
Two	20
Ace	20
Each K, Q, J, 10, 9, 8	10
Each 7, 6, 5, 4	5
Black 3	5
Red 3	100

The shuffle and cut. 6. The player sitting at right of the one who drew the highest card deals first. The dealer shuffles the pack, and the player at his right cuts it. The turn to deal rotates clockwise.

The deal. 7. The dealer distributes cards one at a time face down, in clockwise rotation, beginning with eldest hand (player at his left). Each player receives: fifteen cards, when two play; thirteen cards, when three play; eleven cards, when four or more play.

8. The undealt remainder of the pack is placed face down to form the stock. The top card of the stock is turned face up beside it; this *upcard* starts the *discard pile* (often called *the pack*).

9. If the upcard is a joker, two, red or black three, additional cards must be turned upon it until a non-special card appears.

Object of play. 10. The object is twofold: (a) to score points by melding; and (b) to get rid of all the cards from the hand, by melding them so as to form (whether or not in combination with partner's melds) at least one *canasta*, which is seven or more of a kind. Cards may be melded in matched sets of three or more cards of the same rank or equivalent; or laid off on previous melds of the same player or partnership.

11. A matched set comprises three or more cards of the same rank. (Sequences are not melded in Canasta.) Wild cards may be used to fill sets and to increase them in size, subject to these limitations: Every set must include at least two *natural cards* (as ♦8, ♣8; jokers and twos never count as natural cards), and may not include more than three wild cards. A side may make a meld in the same rank as the opponents, but may not make two different melds in the same rank.

12. Red threes are never melded in sets; wild cards (jokers or twos) may not be melded in sets apart from natural cards; black threes may be melded only when going out, and then only in a set of three or four black threes without wild cards.

13. A set of seven or more cards is a *canasta*. A canasta that includes no wild card is *natural*; one that contains any wild card is *mixed*.

Red Threes. 14. Red threes are bonus cards, not used for forming sets. If dealt a red three, a player must in his first turn place it face up on the table and draw a replacement from the stock.

15. On drawing a red three from the stock, a player must face it on the table and draw the next card of the stock.

16. When a player takes the discard pile and there is a red three in it, he must face it on the table, but in this case he does not draw a replacement from the stock.

17. If all four red threes are drawn by one side, they score a bonus of 400 points (total value 800).

Order of play. 18. Eldest hand plays first, and thereafter the turn rotates clockwise. Each player must begin his turn with a draw and end it with a discard. After his draw and before his discard, he may, if able and willing, meld any number of cards.

19. In drawing, a player may always take the top card of the stock; but he may instead take the top card of the discard pile, provided that he melds his card in the same turn. The card may be melded in a matched set or may be laid off on a previous meld by the same player or partnership. If he so takes the discard, the player must then take the entire discard pile into his hand. (Rules on taking the discard are given in paragraphs 23 to 25.)

Taking the discard. 20. The discard pile may not be taken (even to go out) when it is topped by a black three or a wild card.

21. The first meld made by a side (individual or partnership) is its *initial meld*. Prior to the initial meld, the discard pile is *frozen* for that player or partnership.

22. The discard pile is *frozen* for both sides or all individual players when it contains a red three or a wild card.

23. When the discard pile is frozen, a player may take it only to meld the top card together with a natural pair from his hand. For example, if the top card is the ♠K, the pile may be taken only by showing a pair of kings from the hand.

24. When the discard pile is not frozen, it may be taken (a) to meld the top card with a natural pair from the hand, or with a natural card and a wild card; or (b) to lay off the top card. But there is one exception to (b): a player having only one card may not take a discard pile comprising only one card.

25. Having established his right to take the discard pile (by melding the top card), the player must take the entire pile, with the exception of its top card, into his hand. He may then meld any and all additional cards he pleases.



Minimum count. 26. The initial meld by a player or partnership must have a minimum count, according to the accumulated score of the side for all previous deals:

ACCUMULATED SCORE	MINIMUM COUNT
Minus	15
0 to 1,495	50
1,500 to 2,995	90
3,000 or more	120

27. The count of the meld is the total point values of the cards (paragraph 5). If the initial meld is made in taking the discard pile, the top card thereof may be counted towards the minimum, but all other cards counting towards the minimum must come from the hand. (Other cards from the discard pile may then be added to the initial meld.)

28. Once a side has made its initial meld, there is no count requirement for additional melds by the same player or other members of the same partnership.

Going out. 29. When a player goes out by getting rid of all cards from his hand, his side wins the bonus for going out, and play ends.

30. A player may go out only if the melds of his side, including his final meld, include at least one canasta. Failing this requirement, he must keep at least one card in his hand. All melds of the same rank made by a partnership are amalgamated, to build up canastas. (One member collects all the melds of a partnership in front of himself.)

31. A completed canasta must be closed up, with a red card on top to show it is natural, or a black card to show it is mixed. Additional natural and wild cards may be laid off on it, subject to paragraph 11.

32. If a player may legally go out, and can meld all cards remaining in his hand, he may do so; he need not make a final discard.

33. If able to go out before or after drawing but before melding any card, a player may ask his partner "Shall I go out?" The partner addressed must answer "Yes" or "No" and the player is bound by the reply. But a player may go out without asking permission.

34. If the last card of the stock is drawn, no player having gone out, play continues so long as each successive player takes the discard. In this period a player is *forced* to take the discard if he can lay it off, but it is not compulsory to take the discard to meld a new set with cards from the hand.

35. If the last card of the stock is a red three, the player drawing it may not meld nor discard, and play ends.

36. A player goes out with a *concealed hand* if he melds all his cards in one turn, having previously made no meld, and without laying off any card. He need not meet the minimum count if he has drawn from the stock, but his side must have at least one canasta (in two-hand play, two canastas).

Information. 37. A player may remind his partner to replace red threes; may announce the required minimum count if his partner is about to make an initial meld. In his own turn, a player may ask the minimum count for each side; may require any other player to state how

many cards he holds; may announce that he himself holds one card; and may turn the sixth card of a meld crosswise to indicate that it needs only one more card to become a canasta.

Scoring. 38. When play ends, each player or partnership determines its net score for the deal by taking all appropriate items of the following schedule:

(a) For going out	100
(b) For concealed hand	100
(c) For each red three (but see paragraph 17)	100
(d) For each natural canasta	500
(e) For each mixed canasta	300
(f) Total values of all cards melded	...
(g) Total	...
(h) Total values of all cards remaining in the hand	...
(i) Difference; net score, plus or minus	...

39. If no player goes out, item (a) is omitted. If one side gets all four of the red threes, they count 800. If a side fails to make any meld at all, and the other side (or another player) goes out, the red threes of the losers count as minus instead of plus, and are therefore added to item (h) instead of item (g).

Irregularities. 40. *Deal out of turn.* If the wrong player deals the deal stands; but if attention is called to it in time, the first play is made by the player whose turn it would have been, and he deals next.

41. *New deal.* There must be a new deal by the same player if it is ascertained, before each player has had a turn to play, that a card is faced in dealing or found faced in the pack; or that a player was dealt an incorrect number of cards. After this time limit, the deal and any incorrect hand stands as regular.

42. *Incorrect draw.* If a player draws too many cards, he must rectify the error by discarding without drawing in each turn until his hand is correct. If a player discards without drawing, he may be required to take the top card of the stock if attention is called to the omission before the next player has drawn. If a player, in drawing, exposes one or more other cards of the stock, he must show them to all other players and replace them on the stock; the first player thereafter who draws from the stock may first shuffle it if he wishes.

43. *Exposed cards.* If in partnership play a player exposes one or more cards from his hand, except to make a legal meld, all such cards must be left face up on the table and discarded in successive turns, except that the obligation to discard lapses for each such card that is included in a valid meld (including its use to take the discard pile). There is no penalty for card exposure in two-hand and three-hand games.

44. *Insufficient count.* If for the initial meld of his side a player shows less than the required count, he may validate his meld with additional cards. If he cannot or does not wish to do so, he must retract all the cards exposed, and the minimum count for his side is increased by 10 points. If in making a meld sufficient he returns one or more cards to his hand, his side is penalized 100 points.

45. *Undeclared red three.* If a player is dealt or draws a red three, and fails to declare it before the play of the deal ends (provided he has had at least one turn to play), his side is penalized 500 points.

46. *Taking discard pile.* A player who takes the discard (with or without the rest of the pile) into his hand should be stopped at once and required to leave it on the table. But there is no penalty if he has already shown cards from his hand that entitle him to take the discard, or if the discard can be taken to add to a meld already on the table. Should any question arise as to his legal right to take the pile, through his taking it into his hand prematurely, the opponents may require him to replace the pile and instead draw from the stock, and they may decide what cards of his hand belong properly to the restored discard pile.

47. *Incorrect meld.* If a player makes a meld including more than three wild cards, or attempts to add a wild card to a meld already containing three, he may without penalty use the excess wild card in a legal meld or discard it; otherwise he must return it to his hand, and his side is penalized 100 points.

48. *Asking permission.* If a player asks "May I go out, partner?" and attempts to go out before receiving reply, either opponent may require him to go out or not to go out. If a player asks, and receives affirmative reply but cannot go out, his side is penalized 100 points. If the reply is negative, but the asker attempts to go out, he must retract so as to keep at least one card in his hand, and his side is penalized 100 points.

49. *Condonement.* There is no penalty for an irregularity if the next opponent in turn plays before attention is called to it; but cards illegally exposed, or an illegal meld that cannot be rectified, must be restored to the offender's hand. An insufficient meld stands as sufficient.

50. *Penalty points* are subtracted from the score of the offending side after the play of the hand ends.

Three-Hand Canasta. The player who cuts highest chooses his seat. The player who cuts lowest sits to his right and deals the first hand. Each player is dealt thirteen cards. At the end of the game the highest scorer wins from each opponent, and the second high scorer wins from the low scorer. (Players may agree that only the high scorer will be the winner; also that only eleven cards be dealt instead of thirteen.)

Five-Hand Canasta. The two who cut high form a team against the three who cut low. The team of two plays throughout; the team of three takes turns, one player sitting out each round. An inactive player may not advise his partners and has no rights except to correct an error in scoring at the end of a hand.

Six-Hand Canasta. There are two forms of six-hand Canasta:

1. The three who cut high form a team against the three who cut low. There are two inactive players during any hand, one from each team; otherwise the rotation of players is the same as for the team of three in the five-player game.

2. The three who cut high form a team against the three who cut low, but all six play, with partners sitting alternately. When a player asks

permission to go out, he asks his left-hand partner, who answers "yes", "no", or "I pass". Should the left-hand partner elect to pass, the right-hand partner must reply either "yes" or "no".

Pointers on play. Try to keep at least one wild card in your hand. Don't add one unnecessarily to a meld, except to complete a canasta when there is danger that the other side will go out.

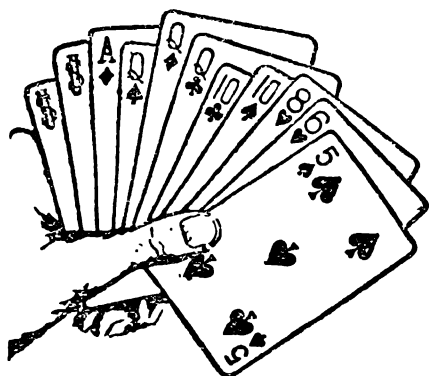
Taking the pack is usually a great advantage. Other considerations should be sacrificed to take it if it contains three or more cards.

It is more important, in most cases, to score by melding than to go out; but an exception is made when the opponents are far ahead and you can reduce their score by catching them with a minus score for red threes and unmelded cards.

Don't make an initial meld without taking the pack when you need 50, but make it with three or four cards when you need 90 or 120.

When the pack is frozen, the ideal hand contains as many pairs as possible. When the pack is not frozen, the ideal hand contains as many unpaired cards as possible—but it is dangerous to build up such a hand, because the discard of a wild card will freeze the pack anew, and wise opponents will often make this discard.

With the minimum at 120, you can seldom meld without a joker; it is almost as bad at 90, unless you have aces and wild cards. Having jokers, you can afford to wait; for example, with the hand shown there is no need to rush to make an initial meld of 120. It is unlikely the opponents can soon meld, when you have two jokers. Draw for another ace, or build up pairs and try to take the pack, for three or four rounds.



SAMBA

The laws of Canasta apply except as follows:

The pack comprises three regular packs of 52 plus six jokers, a total of 162 cards. Each player is dealt fifteen cards. A draw from the stock comprises two cards, but only one card is discarded in a turn.

A sequence (three or more cards in the same suit of adjacent rank, from ace to four) is a valid meld. No wild card may be used in a sequence, and a sequence canasta (*samba*), counting 1,500, may not be increased beyond seven cards. The discard pile may be taken by adding the top card to a melded sequence, but not to initiate a sequence with cards from the hand.

The discard pile may be taken with a natural pair, or (when unfrozen) to add the top card to a previous meld, but may not be taken

SAMBA

CANASTA

by a natural and a wild card. No more than two wild cards may be included in any meld, and only natural cards may be laid off on a canasta. A set of from three to six black threes may be melded (without wild cards) in going out.

A side may make two different melds of the same rank. Two sequences in the same suit may be joined if they make one correct sequence of seven cards or less.

A side must have two canastas to go out. The bonus for going out is 200 points; nothing extra for going out concealed. A side must have all six red threes to receive the additional 400 bonus. Red threes are debited against the side if it has not completed two canastas. Game is 10,000 points. At score of 7,000 or more, the minimum count for an initial meld is 150.

♣ CONTRACT RUMMY ♠

(Also known as Sequence Rummy)

IN Contract Rummy, the specifications as to what a player must meld to go out restrict him much more than in other families. This specification is by no means standardized throughout the country; local groups write their own "contracts" as they please. Contract Rummy may be considered the generic name of the family; other associated names are Liverpool Rummy, Joker Rummy, Progressive Rummy, King Rummy. The family may stem from a game developed by Ruth Armson, called Zioncheck.

Number of players. 1. From three to eight may play, each for himself.

The pack. 2. When three or four play, shuffle together two regular packs of 52, plus one joker, making 105 cards. When five or more play, shuffle together three regular packs, plus two jokers, making 158 cards.

Rank of cards. 3. A (high or low), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A (high or low).

Values of cards. 4. Each card has a point value, as follows: each ace, joker, and other wild cards if any, 15; each face card, 10; each other card, its index value.

Wild cards. 5. The joker is wild; it may be designated of any rank and suit to aid in filling a set. By prior agreement, the players may create additional wild cards, such as all the deuces. (It is usual to do so.)

The shuffle and cut. 6. In drawing for deal, ace ranks low and jokers are void. Low deals first. The dealer shuffles, but may be assisted by another player. The pack is cut by the player at dealer's right.

The deal. 7. A game comprises seven deals. The turn to deal rotates clockwise.

8. The dealer distributes cards one at a time face down, in clockwise rotation beginning with eldest hand (the player at his left). Each player receives: ten cards in each of Deals 1, 2, 3, 4; twelve cards in each of Deals 5, 6, 7.

9. The undealt remainder of the pack is placed face down to form the stock. The top card of the stock is turned face up beside it; this *upcard* starts the *discard pile*. The discard pile should be kept squared up and is not open to inspection.

Object of play. 10. The player strives to get rid of all his cards by melding them on the table. Cards may be melded in matched sets or laid off on any previous melds.

11. A matched set may be either of two kinds:

- (a) *group*, comprising three or four cards of the same rank;
- (b) *sequence*, three or more cards of the same suit in sequence. The ace, ranking high or low, may be used to form a sequence A-K-Q or 3-2-A. But sequences do not go "round the corner"; a set 2-A-K is not valid.

Basic contract. 12. For his first meld of a deal, a player must lay down the basic contract—two or more matched sets of specified kind—as follows:

- Deal 1: two groups
- Deal 2: one group and one sequence
- Deal 3: two sequences
- Deal 4: three groups
- Deal 5: two groups and one sequence
- Deal 6: one group and two sequences
- Deal 7: three sequences

13. In Deals 1 to 6 inclusive, each set of the basic contract is limited to three cards, no more. In Deal 7, all twelve cards must be matched, the whole hand being laid down at once. (*Alternative rule:* In Deal 1, six cards must be melded for the basic contract; in Deal 2, seven cards; and so on, increasing by one card each successive deal. When this method is followed, it is customary to make the length requirement of a sequence four cards.)

14. When two or more sequences are required, they may be in the same suit only if not connected. For example, ♦10-9-8 and ♦6-5-4 may be melded in Deal 3, but not ♣Q-J-10 and ♣9-8-7.

The play. 15. Eldest hand plays first, and thereafter the turn to play rotates clockwise. Each player must begin his turn with a draw and end it with a discard. After his draw but before the discard, he may, if willing and able, meld the basic contract or lay off additional cards on previous melds, his own or opponents.

16. In drawing, the player may take the top card of the stock or the top card of the discard pile, as he pleases. If he does not want the discard, he must so indicate; each other player in rotation may then claim the discard. The first to claim it may take it; he then must take the top card of the stock also (as penalty for the play out of turn), but may not discard at that time. The turn then reverts to the rightful player, who draws the top of the stock in accordance with his stated intention.

17. In melding the basic contract, a player must lay down the required kind and number of sets, comprising no more than the specified number of cards. Thereafter he may meld no additional sets, but may lay off any number of cards in any subsequent turn. (*Alternative rule:* Additional sets may be melded, but in this case a player who goes out must make a final discard.) A sequence may be extended to fourteen cards, with an ace at each end.

18. All discards are placed face up in one pile, which should be kept squared up so that only the top card can be read.

19. When the joker is melded in a sequence, any player in turn

(having melded the basic contract) may lay off the natural card which it represents and then take the joker in his hand, using it for any purpose he wishes. When any other wild card is melded in a sequence, it may be moved to either end (changing its rank but not suit) by a player who wishes to lay off the natural card it was stated to represent. But no wild card other than the joker, once melded, may be recaptured, and no wild card including the joker, melded in a group, may be moved or captured.

20. Play continues until some player goes out by getting rid of all his cards. If the stock is exhausted, the discard pile is turned over, without shuffling, to form a new stock.

Scoring. 21. When play of a deal ends, each player is charged with the total values of all cards remaining in his hand. The player having the lowest cumulative score after the seventh deal wins the game, and collects from each other player according to the differences of final totals.

Irregularities. [Paragraphs 21 to 42 on pages 3-5 apply, except for paragraph 40, which is replaced by the following.] 22. *Invalid meld.* If a player's first meld does not in every respect conform to the basic contract, he must restore the entire meld to his hand whenever the error is discovered, provided no part of his meld has been mixed for the next shuffle. Any card he has laid off remains on the table, but he may lay off no more cards until the turn after he has melded a correct basic contract.

Pointers on play. It is usually losing tactics to take the top discard out of turn, and a penalty card from the stock, in any deal—unless one's hand is largely composed of cards that can be laid off once the basic contract is down.

In the final deal it is especially unwise to take the top discard out of turn unless it is essential to a five-card sequence. For example, with ♠9-8-6-5 it would be proper to take ♥7.

Generally, the strategy of Basic Rummy (pages 1-4) is applicable to Contract Rummy.

CONTINENTAL RUM

In this game (and its variants) the group is eliminated as a valid set, only the sequence being allowed. Together with the rule that a player must meld his entire hand or nothing, this feature stamps Continental Rum as of the Contract Rummy family—the motif of which is to circumscribe narrowly the ways of going out.

Number of players. 1. From two to twelve may play. Best is six or more.

The pack. 2. Shuffle together two or more regular packs of 53 cards (the 52 cards plus a joker). With five or fewer players, use two packs; with six to eight players, three packs; nine to twelve players, four packs.

Rank of cards. 3. A (high or low), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A (high or low).

Wild cards. Jokers are wild, together with any additional cards the players may agree upon (usually deuces). A wild card may be designated to be of any suit and rank, as the owner pleases.

The shuffle and cut. 4. Two or three players should co-operate in shuffling. The dealer has the right of final shuffle. He should take a batch of cards sufficient for the deal from the top of the pack, and have it cut by the player at his right.

The deal. 5. The dealer distributes cards in batches of three at a time face down, in clockwise rotation, beginning with eldest hand (the player at his left). Each player receives fifteen cards.

6. The undealt remainder of the pack is placed face down, forming the stock. The top card of the stock is turned face up beside it; this *upcard* starts the *discard pile*. The discard pile should be kept squared up and is not open to inspection.

7. The winner of a deal becomes the next dealer.

Object of play. 8. The player strives to form his entire hand into matched sets, so as to be able to lay it down and win the deal.

9. A valid matched set comprises three or more cards of the same suit in sequence. The ace may be used as high, in A-K-Q, or low, in 3-2-A. Two or more sequences in the same suit may be counted as separate sets, even though they connect. But there is no sequence "around-the-corner" as 2-A-K. [Groups of three or more of a kind do not count.]

The play. 10. Eldest hand plays first, and thereafter the turn to play rotates clockwise.

11. Each player must begin his turn with a draw and end it with a discard. After drawing but before discarding, he may lay down his whole hand and win the deal, provided every card is matched and the sets conform to paragraph 12.

12. To go out, the player must meld at least four sets, none of more than five cards, with no unmatched card. The consequence of this rule is that only three patterns are possible for a complete hand:

3-3-3-3-3

4-4-4-3

5-4-3-3

13. In drawing, the player may take the top card of the stock or the top card of the discard pile, as he pleases.

Scoring. 14. The winner of a deal collects from each other player: 1 chip for going out; 2 chips for each joker melded by the winner; 1 chip for each wild card other than jokers melded by the winner.

15. **Optional.** Besides the basic settlement of paragraph 14, many players agree on bonuses, such as:

To winner, for having drawn no card	10 chips per player
for having drawn only one card	7 chips per player
for melding no wild card	10 chips per player
(played only when there are wild cards additional to jokers)	

for all cards of same suit (which may include deuces of same suit, but no joker)

10 chips per player

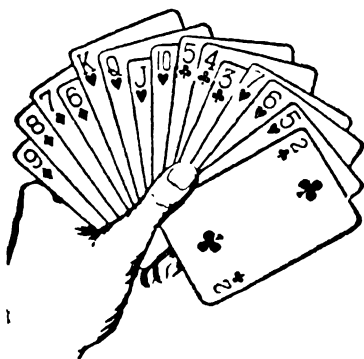
To dealer, for lifting from the full pack exactly the number of cards needed to deal each player 15 cards

1 chip per player

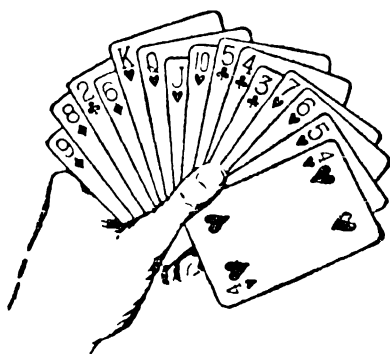
Irregularities. [Paragraphs 21 to 42 on pages 3-5 apply, except for paragraph 40, which is replaced by the following.] 16. *Going down illegally.* If a player lays down a hand which does not conform to the requirements stated above, he must leave his hand face up on the table and play proceeds with his hand exposed. Any collections he has made are returned. Any other player who has exposed his hand may pick it up.

Pointers on play. In general the principles stated (pages 1-4) for basic Rummy are applicable to Continental Rum; keeping in mind that a combination can consist, in Continental Rum, only of two near cards of the same suit.

Best policy is to go out as soon as possible, and not play for extra bonuses; an exception may be found only when the special bonuses of paragraph 15 apply and a player has specifically two natural four- and two natural three-card sequences plus one deuce; in such case he may postpone going out in hope of catching a natural card to make up his hand. The player should know whether or not many of the cards that will fill his hand are already discarded and dead; if they are, he should go down.



Hold up for two or three rounds; any of eight cards will fill the hand for a bonus.



Go down—only the ♦7 will fill the hand for a bonus.

• GIN RUMMY •

THE principal fad game, of the United States, Gin Rummy (then called simply Gin) was devised in 1909 by Elwood T. Baker of Brooklyn, N.Y., a whist teacher; the name, suggested by Mr. Baker's son, played on the alcoholic affinity of rum and gin; the game was resurgent 1917-19, then dormant until 1919, then adopted by the motion-picture colony and the radio world, who gave it the publicity essential to a fad game. Gin Rummy is a two-handed game and is hardly worth playing, except by addicts, in any other form.

Number of players. 1. Two play. Three may participate in the same game, usually with one sitting out while the other two play. Four or more, in pairs up to almost any number, may play a partnership game, but this is done by playing separate two-handed games and combining scores.

The pack. 2. A regular pack of 52 cards. Two packs should be used, so that while one player deals the other shuffles for the next deal.

Rank of cards. 3. K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A.

Value of cards. 4. Face cards count 10 each; aces, 1; other cards their pip value.

The shuffle and cut. 5. One pack is shuffled and spread, and each player draws a card; if he draws one of the four cards at either end, he must draw again.

6. The player drawing the high card has choice of cards and seats, and whether or not he will deal first. If the cards drawn are otherwise of the same rank, the suits rank: spades (high), hearts, diamonds, clubs.

7. Either player may shuffle, the dealer having the right to shuffle last. Non-dealer must cut the pack.

The deal. 8. The dealer distributes the cards one at a time face down, alternately to his opponent and to himself until each has ten cards.

9. The undealt remainder of the pack is placed face down in the centre of the table, becoming the *stock*. The top card of the stock is turned face up and placed beside it; this *upcard* starts the *discard pile*.

10. The winner of a hand deals the next hand. The winner of a game deals the first hand of the next game. He has choice of cards and seats.

Object of play. 11. To reduce one's count of deadwood to less than the count of the opponent, by forming matched sets consisting of

three or four cards of the same rank or three or more cards of the same suit in sequence.

The play. 12. Non-dealer plays first, and the turn to play alternates thereafter.

13. In each turn, a player must draw either the upcard (top card of the discard pile) or the top card of the stock, and then must discard one card (which may not be an upcard he has drawn in the same turn) face up on the discard pile. It is optional with the players whether previous discards are open to inspection (see paragraph 43).

14. On the first play, if non-dealer does not wish to take the upcard he must so announce and dealer may have the first turn by drawing the upcard; if dealer does not wish the upcard, non-dealer draws the top card of the stock and play proceeds.

Knocking. 15. Each hand begins when a legal deal is completed and ends when either player knocks.

16. A player may knock in any turn, after drawing and before discarding, if the value of the unmatched cards in his hand (after he discards) will be 10 points or less. He need not knock when able to do so. Having knocked, he discards one card face down and spreads his hand, arranged into matched sets and unmatched cards. The opponent then spreads his hand, removes from it any unmatched sets, and lays off whatever cards he has that match the knocker's matched sets (but see paragraph 21).

17. The point values of the two players' unmatched cards are then compared, and the result of the hand is scored (see *Scoring*, below).

Drawn game. 18. Neither of the last two cards in the stock may be drawn; if the player who draws the fiftieth card discards without knocking, his opponent may not take the discard and the hand is a draw. The same dealer deals again.

Scoring. 19. If the knocker's count is less than his opponent's, the knocker wins the hand; the difference in counts is scored to his credit.

20. If the opponent ties or beats the knocker, he has undercut him; he wins the hand, and scores 25 points plus the difference in counts, if any, subject to paragraph 21.

21. If the knocker has a count of zero (has all ten of his cards matched in sets) he is *gin*; his opponent may not lay off and the knocker wins the hand even if the opponent also has a count of zero; and the knocker receives 25 points plus the difference in counts, if any.

22. A running total of each player's score is kept, with a line drawn under his score every time he wins a hand. [Example: A player wins the first hand by 11 points; he scores 11 and draws a line under it. The same player wins the next hand by 14 points; he writes down 25 and draws another line.]

Game. 23. The player first scoring 100 points or more wins the game. He adds to his score 100 points game bonus.

24. If the loser has not won a hand during that game, the winner adds an additional 100 points shutout bonus.

25. Each player then adds to his score 25 points for every hand he has won (called a *line* or *box* bonus).

26. The two players' total scores are then determined and the player with the higher score wins the difference between the two scores.

Irregularities. [Condensed, by permission, from the *Laws of Gin Rummy* by Walter L. Richard, C. E. Van Vleck and Lee Hazen.]

27. *New Deal.* A deal out of turn may be stopped at any time before the upcard is dealt; thereafter it stands as a correct deal.

28. There must be a new deal by the same dealer if it is found, before the completion of the deal, that the pack is imperfect or that a card is faced in the pack; or if a card is exposed in dealing; or if a player has looked at the face of a card.

29. Other occasions for a new deal are covered in laws governing other irregularities.

30. *Irregular hands.* If either player's hand is discovered to have an incorrect number of cards before that player has made his first draw, there must be a new deal.

31. After the first draw, if it is discovered that both players have incorrect hands, there must be a new deal. If one player's hand is incorrect and the other player's hand is correct, the player with the correct hand may decide either to have a new deal or to continue play. If play continues, the player with the incorrect hand must correct his hand by drawing without discarding, or by discarding without drawing, and may not knock until his next turn to play.

32. After a knock, a player with too few cards is charged 10 points for each card missing, and may not claim the undercut bonus; if the knocker's opponent has more than ten cards, the hand may not be corrected, the offender may not claim an undercut bonus, and can lose or tie but may not win the hand.

33. If the player who knocks has an incorrect number of cards, the penalty for an illegal knock applies.

34. *Imperfect pack.* When two packs are being used, a card from the other pack found in the stock is eliminated and play continues. If it is discovered, after the knock, that the pack is incomplete, the deal stands. Discovery that the pack is imperfect in any way has no bearing on any score that has been entered on the scoresheet.

35. *Premature play.* If non-dealer draws from the stock before dealer has refused the upcard, the draw stands without penalty as his first play. If a player draws from the stock before his opponent has discarded, the draw stands as his proper play.

36. *Illegally seeing a card.* If a player drawing in turn sees any card to which he is not entitled, every such card must be placed face up next to the discard pile. The offender may not knock until his next turn to play, unless he is gin. The non-offender has the sole right to take any of the exposed cards until first thereafter he draws from the stock; then the offender has the same right until first thereafter he draws from the stock; when each player has drawn from the stock, the exposed cards are placed in the discard pile.

37. If a player drawing out of turn sees a card to which he is not entitled, the rule given in the preceding paragraph applies, except that the offender may never take such cards, but may draw only his opponent's discard or the top card of the stock in each turn.

38. *Exposed card.* A card found exposed in the stock, or in the other pack or away from the table, is shuffled into the stock and play continues. Accidental exposure of a card in a player's hand is not subject to penalty. An exposed card becomes a discard when the holder indicates intent to discard it; when his opponent has seen and can name such a card, the holder may not thereafter knock in that turn.

39. *Illegal knock.* If a player knocks with a count higher than 10, but his opponent has not exposed any cards before the error is discovered, the offender must leave his hand face up on the table until his opponent has completed his next play. However, if the knocker's hand is illegal only with respect to the count of his unmatched cards, his opponent may accept the illegal knock as legal.

40. If the knocker has more than 10 points, and the error is discovered after the opponent has exposed any of his own cards but before he has laid off any cards, the opponent may choose which of the following penalties to apply: To make the knocker play the rest of the hand with all his cards exposed; or to permit the offender to pick up his hand, in which event the offender may not score for any undercut or gin bonus in that hand.

41. If the knocker has an incorrect number of cards, his opponent may demand a new deal; or may require the offender to play with his hand exposed and to correct his hand on his next play or plays, either by drawing without discarding or by discarding without drawing.

42. If a player, after knocking, inadvertently discards a card which makes his knock illegal, he may replace that discard with a discard which makes his knock legal.

43. *Looking back at discards.* Players may agree in advance that looking back at discards will be permitted. In the absence of such agreement, a player who looks back at a covered discard loses his right to his next draw.


44. *Picking up wrong discards.* If a player inadvertently picks up the wrong discard, he may correct or he may be made to correct the error, if attention is called to it prior to his opponent's next discard.

POINTERS ON GIN RUMMY

A hand of Gin Rummy comes to an end, on average, after seven to ten draws. Winning policy is to knock as soon as possible. The only exception is that a player may be forced to wait for a lower count, or to refrain from knocking at all, when he may be undercut. But the player should be deterred only by positive evidence that such is the case; vague apprehension or timidity can cost many points. Knocking at the earliest opportunity, even regardless of undercut hazards, will win much more than waiting "a few more draws" to reduce the count or to try for gin.

Particularly foolish is waiting in the hope of getting a gin hand. The occasional gin bonus so earned is worth far less than the points lost by giving the opponent opportunity to reduce, or to knock first with a lower count. The only occasion to wait deliberately for gin is an end-situation where it is crystal clear that any lesser hand will be undercut.

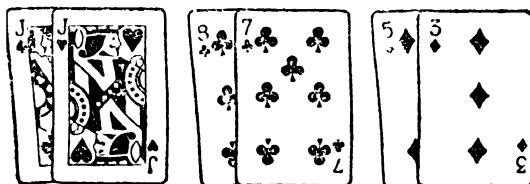
The normal policy in discarding is to aim for a hand of two matched sets, with four or less unmatched cards. For example, suppose that the hand after a draw from the stock is:



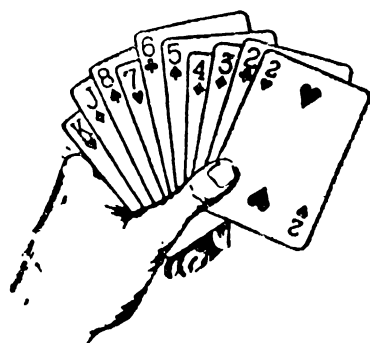
To discard the deuce or ace, in order to hold all the combinations, would be poor policy. It would aim towards a three-set hand, that is, the hand would have to complete two additional sets to be able to knock. The right discard is from the diamond combination or the eights. The hand will then be able to knock after filling only one additional set, by obtaining two additional cards that total seven or less.

Because of the two-set target, the player must collect some low cards —fours or lower. When such cards chance to be drawn, they should be saved, except possibly in the rare cases where the player is forced to aim for three matched sets. Even then, it is risky business letting the opponent have an ace or deuce, especially after six or more draws. Whether to pick up a low discard, merely because it is low, depends on circumstance. Obviously the play is indicated when the hand already has two matched sets. As a general rule, drawing from the stock is preferable when the hand needs to fill a set; yet many good players make it a rule never to pass by the upcard if it is an ace or deuce. The idea in this policy is that to the value of the low card in one's own hand is added the value of keeping it out of the opponent's hand.

COMBINATIONS



The normal rule is to take the discard only to complete a set, never to make a mere *combination*. (A combination is a pair of the same rank, or two cards of a suit in sequence or skip-sequence.) Some exceptions arise: One has been noted above, the possible seizure of the upcard when it is an ace or deuce.



Another example is as follows. The non-dealer holds the hand shown. The upcard is the ♥8. The player may well take it and discard the ♥K. The argument here is: the hand is very poor in combinations; the ♥8 will improve it greatly with a *double* combination; the ♥K is a relatively safe blind discard; the non-dealer is due to make a blind discard, anyhow. Every one of these conditions is necessary to justify taking the upcard. If, for example, the hand were held by the dealer and if the upcard were refused by the non-dealer, the dealer should not take it. With a poor hand, a player should aim primarily to avoid making dangerous discards, and the dealer should here let his opponent make the first discard, as a guide to his own play.

The question of what to discard usually narrows to a few cards. The player should save combinations (but not at the cost of letting go equally vital low cards), together with what low cards he needs for a two-set knock. Yet there is a good deal of art in choosing discards from two or three candidates. At the beginning of a deal, a few discards are perforce "blind". Thereafter, there is some clue to what cards are safe and what are not. The (relatively) safe discards are those of same rank, or in sequence, with cards already discarded or refused by the opponent. Also, a card of adjacent rank and different suit with the opponent's discard is fairly safe. Kings are safer than lower cards, as blind discards, since they can be used in only one possible sequence.

All possible inferences should be made as to what the opponent holds. When he takes a discard, the normal assumption is that he has filled a set. The cards that are dead or are in one's own hand may help to show whether the set is three of a kind or a sequence. The discards that the opponent does not take also show by elimination what he does not hold. One of the significant pointers is the non-appearance of any cards of a given high rank. The early discarding by both players is often a stream of face cards; when no jacks, say, have appeared within six draws, the player without jacks may infer that his opponent holds a pair. If the game goes to as many as a dozen draws, each player can infer precisely what the other holds.

Two constant purposes are served by all these inferences. First, the player wants to avoid "feeding" his opponent, and also to save cards that are "players" on the opponent's sets. Second, the player wants to know

how near his opponent is to knocking. If, for example, the opponent has picked up two discards, the presumption is that he has filled two sets and needs only some low off cards to knock. The indicated policy is to ditch high combinations, both to "unload" and to avoid giving him a low card.

ILLUSTRATION OF GIN RUMMY SCORING

YOU	HE
13	49
30	50
55	
87	
118	
118	
75	
100	
293	
50	
243	

First hand. YOU knock with 6. HE has 19. You score 13.

Second hand. HE goes gin—knocks with 0. You have 24. He scores the 24 + 25 points gin bonus, 49 in all.

Third hand. HE knocks with 8. You have 9. He scores 1, giving him a total of 50.

Fourth hand. YOU knock with 10. HE has 27. You win 17 and your new total is 30.

Fifth hand. HE knocks with 4. YOU also have 4. You score 25, the undercut bonus. Now your score is 55.

Sixth hand. YOU knock with 7.

HE has 39. You win 32 and your new total is 87.

Seventh hand. YOU go gin. HE has 6, so you score 6 + 25, adding 31 to your score, putting you over the 100 mark with a total of 118, and giving you game. You have five boxes, a total of 125 points at 25 each; he has two boxes, worth 50 to him; so you write down 75 more points for boxes. You add 100 for winning the game. Your grand total is 293; his is 50. So your winnings for the game are the difference in scores, or 243 points net.

VARIATIONS IN GIN RUMMY RULES

Many people play that after ten cards have been dealt to each player, the next card is not turned up but is merely dealt face down to the non-dealer, giving him an eleventh card in his hand. He makes the first discard to begin play.

Many people play that the opponent may lay off on gin; but even though he lays off enough to reduce his own count to zero, the knocker gets the gin bonus and wins the hand.

There are numerous variations in scoring. Some give only a 20-point bonus for gin, a 20-point bonus for each box, and a 10-point bonus for undercut. There are other scoring variations played in certain localities. However, in this book the bonus is 25 points in each case.

Many people play that the deal alternates, regardless of who wins each hand.

Some permit the ace to be either high or low in sequences (A-K-Q as well as A-2-3); but do not go as far in this respect as Round-the-Corner Gin, described later in this book.

There are countless other minor variations, most of which are not widely enough played to warrant description here.

SIMULTANEOUS GAMES

Hollywood Gin. One of the most popular forms of the game is for two players to play three games simultaneously.

The scoresheet is laid out with three double columns, one for each game. The first hand won by a player is entered only in Game 1; the second hand he wins is entered in Games 1 and 2; the third hand he wins, and all subsequent wins, are credited to him in Games 1, 2 and 3.

When either player reaches 100 or more points in any game, that game is ended and no more scores are applied to it, but scoring goes on in the other two games. So, if one player wins a shutout game, meaning that in Game 1 he reaches 100 before his opponent has scored, then the opponent's first score will apply to Game 2, since Game 1 is now closed.

Bonuses for undercut, gin, game, and shutout are awarded in the usual manner. Play continues until all three games have been completed.

GAME 1		GAME 2		GAME 3	
YOU	HE	YOU	HE	YOU	HE
17	26	8			
25					

Illustration of scoring: YOU win the first hand, scoring 17. This is entered to your credit in Game 1. YOU win the second hand, scoring 8. Now you have a score of 25 in Game 1 and a score of 8 in Game 2. HE wins the third hand, scoring 26. HE scores this in Game 1, so the score in that game is now 26 to 25 in his favour, but he scores nothing in Game 2, since this is the first hand he has won.

Continuous Games. Instead of playing three games at once, as in Hollywood Gin, some players like to play an unlimited series of games. When Game 1 is finished, Game 4 is begun automatically, and now each score still applies to three games. Thus, the winning score that ends Game 1 is the first score in Game 4; the winning score that ends Game 2 is the first score in Game 5, etc.

Some players go even further and make every winning score begin a new game if the player who wins that hand is already entitled to score in every game in progress. In this method, if a player happens to win a series of six or seven hands, but by margins that do not put him over the 100 mark in any game, there may be six or seven separate games in progress at the same time. This is unusual, of course, but when it does happen the scoresheet is likely to stretch out too far for one scorepad or sheet of paper.

When playing continuous games, any player may announce, just before a new hand is dealt, that he chooses to end the series. In this case all games in progress are ended but no new games are begun.

The basic principle of scoring in continuous games is this: Each winning score entitles a player to score in one game more than he did with his previous winning score.

PARTNERSHIP GIN RUMMY

Four or more players, in even numbers, may play partnership games.

When four play, all four draw cards from a spread pack and the two low play as partners against the two high (unless the partnerships were prearranged). Partners sit opposite each other, as they would in bridge, and each plays the first hand against the opponent at his right. Regular two-handed gin is played, the only difference being that game is not won until a side reaches a score of 125. The bonus for game remains 100.

After both hands have been finished, the partnership scores are combined and the side with the net plus score makes the only score for that hand. For example: Players A and B form a partnership against players C and D. A plays the first hand against C and wins by 16. B, playing against D, loses by 12. A and B together have a net plus of 4; on the scoresheet they score 4 points for the hand and will eventually get the box bonus for winning that hand.

If one hand results in a drawn score, it is not replayed; the result of the other hand will determine the score.

After both partners have completed the first hand, each turns and plays against the opponent at his left; after that hand, he plays again against the opponent at his right; and so on.

When one hand has been finished, the players announce the result to their partners. (This is very important, for the strategy of partnership play consists largely in trying to win every hand, no matter how narrow the margin, and collect the box bonus. If one partner has already won by 32, for instance, the other partner may risk a very doubtful knock and the danger of being undercut if he is quite sure his partner's score will still give his side an advantage and win the hand.)

A player who has finished may watch his partner. He may not advise him, except that if his partner's opponent knocks, he may call attention to the various ways of arranging his hand, what cards may be laid off, and any irregularity in knocking committed by the opponent.

When six play, there are three members on a team; when eight play, four members on a team, etc. In these cases, it is customary for all partners to sit on the same side of a long table. Each plays against the opponent opposite him, and does not change opponents throughout the game. Game is usually set at 150 for six players, 175 or 200 for eight players, 200 for ten players. In all cases the other scoring rules of two-handed play apply, including 100 as the game bonus. The other rules are the same as in four-handed play.

Simultaneous games (described in preceding pages) may be scored in partnership play.

GIN RUMMY FOR THREE PLAYERS

There are three popular ways by which three persons may play Gin Rummy. In two of these ways, only two play at a time, the third sitting out. In the other way, all three play at once.

Chouette. This method will be familiar to Backgammon players. All three players cut; high is "in the box"; next-highest is "captain" and plays two-handed against the man in the box; low sits out but scores along with the captain. The captain deals the first hand. When the captain wins a hand, he plays the next; when he loses a hand, he becomes the idle player and his partner becomes the captain. The man in the box plays through the entire game. When the game ends, he settles the total score with each of his opponents. If he has won the game, he remains in the box. If he has lost the game, the captain of the last hand becomes the man in the box; the idle player becomes the captain for the first deal of the next game.

The idle player may watch the captain and advise him on all plays, but in case of disagreement the captain has the final word.

Cutthroat. An individual score is kept for each player, but only two play at a time, following regular two-handed rules. The players drawing the two highest cards play the first hand, the lower of these two cards dealing first. After the first hand, the loser sits out while the other two play; if a hand ends in a draw, the player with the lower count stays in (but scores nothing) and if their counts are the same they cut cards to see who stays in.

At the end of each hand, the winning player scores in his column on the scoresheet, and the game ends when any player's score reaches 100. Each player's score is then calculated separately for box bonuses. The winning player adds 100 to his score for game bonus. Each player then settles with each other on the difference between their total scores. If any player has failed to score at all in that game, the winning player collects double from him for shutout.

The idle player may watch but may not at any time advise either of the active players.

Battle Royal. Each player receives ten cards, and in each turn may draw either of the two previous discards (unless one of them was taken by the opponent at his left, in which case he may draw only the card just discarded). At the start, if the player at the dealer's left refuses the upcard, the next player has a chance at it, and then the dealer if it is again refused.

An individual score is kept for each player, and each of his winning hands is scored in his column. Only one score may result from each hand. The game ends when a player reaches 200 points, but the bonus for winning the game remains 100.

When a player knocks, the player at his left puts down his matched sets and lays off on the knocker's hand, then announces the count of his unmatched cards but does not show them. The third player may now lay off on the hand of the knocker in its present form (for example, the knocker puts down ♥Q-J-10; the next player added ♥9; the third

player may lay off ♥8). If the knocker has a lower count than either opponent, he wins the total of their unmatched cards.

If the second player undercuts the knocker, the third player may lay off on both opposing hands. If this enables the third player to undercut (tie or beat) the second player, that player may now lay off on the third player's hand (but may not lay off any more cards on the knocker's hand).

If the second player did not undercut the knocker, but the third player does, the second player may now lay off on the third player's hand; and this privilege continues so long as any player may undercut (tie or beat) his opponent. The knocker, of course, may never lay off a card.

The last player to undercut wins a 25-point undercut bonus plus the total of all unmatched cards in the other two players' hands.

If the knocker goes gin, he wins a 50-point bonus plus the total of his opponents' unmatched cards, and no laying off is permitted. If either opponent has not scored at all when the game ends, the winner collects double from him.

ROUND-THE-CORNER GIN

The ace is either high or low in rank, and the ranking of cards is continuous, so that the ace may be used in the sequence K-A-2 (and the sequence extended, in either direction, as far as you wish). If you are stuck with an ace in your hand, it counts 15 points.

A player who goes gin receives a 20-point bonus. The opponent, however, may lay off on a gin hand, and if by so doing he reduces his own count to 0 he gets an undercut bonus of 20 points. This offsets the gin bonus and neither player scores for that hand.

A two-handed game ends when either player reaches 125; a four-handed game ends when either player reaches 150. Bonus for game is 100 in all cases.

The discards are open to inspection.

OKLAHOMA GIN

This game should not be confused with the game of "Oklahoma", which is a different type of game. In Oklahoma Gin, the rules are the same as in regular Gin Rummy except that the upcard determines how many points you will need to knock. If it is a face card or a ten, you need ten points as usual; but if it is, for example, a six, you may not knock unless your count is 6 or less; if it is an ace, you need a count of 1, or to go gin. (As some play, when the upcard is an ace you must go gin. You may not knock with any unmatched card.)

Many players score the hand double when the upcard is a spade. That is, the net score—including gin or undercut bonus—is doubled. The box bonus is not affected.

OPEN GIN, OR DOUBLING GIN

In any turn, before he draws, a player may say, "I double". His opponent may say "I refuse", in which case the hand is over and the doubler wins—how much, will be explained later. Or the opponent may

say "I accept" and then play continues normally; but when the hand ends, the score, whatever it is, will be multiplied by two.

When one player has already doubled, the sole right to double passes to his opponent. A second double, if accepted, would make the ultimate score worth four times its normal value.

Many players limit the doubling principle to one double and one redouble, to keep the score from increasing beyond all reason. Other players, who have more of the gambling instinct, let them run on without limit, so that the final score may be multiplied by eight, sixteen, thirty-two or even more. Players should decide (in advance) according to their own preference. But the basic rule is always this: The sole right to double lies with the player who did not double last.

The most convenient way to keep track of doubles is with a "doubling cube" of the type used in Backgammon. Doubling cubes look like big dice, but their faces are marked with the numbers 2, 4, 8, 16, 32 and 64. The face turned up shows the number by which the final score is to be multiplied.

After a player has doubled, the procedure is as follows:

If the double is refused, the doubler must immediately knock (without drawing). It does not matter what his unmatched count is; he may even have a hand without a matched set! Nevertheless he knocks and announces his unmatched count.

Now the opponent, who resigned, shows his matched and unmatched cards, with the privilege of laying off as usual. The doubler wins a 10-point bonus plus the difference in counts if his count is lower. If his count is not lower he still gets the 10-point bonus and wins the hand. For example: You double, your opponent resigns. You knock and have a count of 36. Your opponent has a count of 31. You score 10 points. Another example: You double, your opponent resigns. Your count is 12, his is 26. You win the difference, 14, plus 10, a total of 24. But when a double is refused, you may not score a gin bonus.

If the game had previously been doubled once, and then your opponent refuses a redouble, your score including the 10-point bonus will be multiplied by two, since the game had already been doubled. In other words, an accepted double applies to any score from that time on.

If the double is accepted, the doubler draws as usual. Then he may either knock or not, as he pleases; but of course he may not knock unless his count is 10 or less. The basic principle here is that a double accepted does not affect the rules in any way but one: The final score will be precisely twice as much as it would have been without the double and acceptance.

When Doubling Gin is played, the game does not end until a player reaches 200. A double never affects anything but the score for that particular hand. It does not double the box bonus, and it does not increase the bonus for winning the game, the score for a shutout game, or the score for any hand played previously. But it does double the bonus for gin or undercut, since those are part of the score of the immediate hand.

Your use of doubles should not affect any other rules of the game you

TUNK

GIN RUMMY

prefer to play. You may play simultaneous games, partnership, or any variation you prefer. In simultaneous games, however, this rule is necessary: The double affects only those games in which both players are entitled to score. Suppose Player A has won two hands. Player B has won only one. Therefore Player A is entitled to score in all three games, while Player B is entitled to score only in Games 1 and 2. Player A doubles, Player B resigns. Player A's count is 14, Player B's count is 31. In Games 1 and 2, Player A scores $17 + 10$, or 27 in each game; but in Game 3 he scores only 17, the difference in counts. If Player B had had the lower count, Player A would have scored 10 each in Games 1 and 2, and there would have been no score in Game 3.

CAROUSEL

Two or more may play Carousel. When two play, a single pack of cards plus a joker is used. When three or more play, two packs plus two jokers are used, shuffled together. Jokers are wild, and a joker left in the hand counts 25. Other cards count as in Gin Rummy. Melds are as in Gin Rummy; in the two-pack game, three or four of a kind may not include duplicate cards.

There is no discarding. Each player is dealt ten cards and the player at the dealer's left has first play. In each turn, a player must draw from the stock; then must meld one or more cards. If he cannot (or does not wish to) meld, he must draw up to three more cards from the stock. After drawing any card, he may meld. After he melds, or after he has drawn his third additional card, the turn passes to his left.

A player may break up any meld on the table to create plays for his own cards, provided he leaves only legal melds on the table. Thus, from ♦8-7-6-5 he may draw the eight or five to form three of a kind with cards from his hand; or he may draw a five from that meld, and a five from another meld, to combine with one five from his hand; etc. But he could not draw a five from ♦7-6-5, for that would leave ♦7-6, which is not a meld.

In any turn, but before drawing, a player may knock if his unmatched count is 10 or less. All players then show their hands and the player with the lowest unmatched count is the winner, collecting the counts of all other players. If the knocker is not the winner he pays an additional 10 points. If two or more players tie for low, they divide the winnings. There is no laying off.

The bonus for going gin (all cards matched) is 25 points, scored only by the player who knocks. Game ends when one player reaches 150, and the bonus for game is 100. A player who is shutout pays double.

TUNK

Two to five play Tunk. Two or three players use a single pack; four or five players use a double pack. Deuces are wild. Melds are as in Gin Rummy, but a meld of three or four of a kind may not include duplicate cards; nor may a deuce be added to four of a kind.

Seven cards are dealt to each player and the next card turned to start the discard pile. Only the player at dealer's left whose turn comes first, may take this upcard.

Play proceeds as in any Rummy game—draw, meld if you wish, discard. A player in turn, but without drawing, may knock ("tunk") if his unmatched count is 5 or less. He then puts his hand down as in Gin Rummy. Each other player then has one more turn to draw, meld and lay off on the tunker's hand (but not on any other hand), and discard. There is no laying off on the tunker's hand if all his cards are matched.

When there are not enough cards left in the stock to give each player a draw after a tunk, the hand is redealt and there is no score.

After a player has tunked and each other player has had his turn, the unmatched count of each player is charged against him on the score-sheet. When a player's count reaches 100, he is out of the game and the others continue play until only one—the winner—has failed to reach 100.

KNOCK RUMMY

Knock Rummy, also called Poker Rum, is the fastest-moving of all Rummy variants. A player may go down whenever he pleases; the object in forming sets is merely to reduce the deadwood charged against him. From this game was developed Gin Rummy, which is essentially the same with the limitation that the deadwood must be reduced to 10 or less.

Number of players. 1. From two to six may play. Best for two to five.

The pack. 2. A regular pack of 52 cards.

Rank of cards. 3. K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A.

Values of cards. 4. Face cards count 10 each; aces, 1; all other cards their index value.

The draw. 5. Each player lifts a packet of not less than four cards from a stacked pack and shows the bottom card. Low deals. Ties for low cut again, the suits having no relative ranking.

The shuffle and cut. 6. The dealer shuffles the pack and the player at his right cuts it.

The deal. 7. The dealer distributes cards one at a time face down, in clockwise rotation, beginning with eldest hand (player at his left). Each player receives: ten cards, when two play; seven cards, when three or four play; six cards, when five or more play.

8. The undealt remainder of the pack is placed face down in the centre of the table, becoming the *stock*. The top card of the stock is turned face up and placed beside it; this *upcard* starts the *discard pile*.

9. When two play, the winner of a hand deals the next. When more than two play, the turn to deal rotates clockwise.

Object of play. 10. The object is to knock with a lower amount of deadwood than all other players. The deadwood is the total of cards not included in matched sets.

11. A matched set may comprise either: three or four cards of the same rank; or three or more cards of the same suit in sequence.

The play. 12. Eldest hand plays first, and thereafter the turn to play rotates clockwise. Each player must begin his turn with a draw and end it with a discard.

13. In drawing, the player may take the top card of the stock or the top card of the discard pile, as he pleases. He must end his turn by discarding one card, all discards being placed face up in one pile. The discard pile should be kept squared up and is not open to inspection.

14. After drawing and before discarding, a player may knock regardless of the contents of his hand. To knock is to lay the whole hand face up on the table, then discard one card, ending the play.

15. If the player who draws the last card of the stock discards without knocking, the deal is abandoned without score and the player at the left of the previous dealer deals next.

Scoring. 16. When any player knocks, each player lays down his hand arranged in matched sets as he pleases, and announces the total of his deadwood. The hand with lowest count wins the difference of the counts from each other player. If any other player ties the knocker, he wins instead of the knocker. If the knocker does not at least tie for lowest count, he pays a penalty of 10 points to the lowest hand (besides the settlement on difference of counts).

17. If the knocker goes rum, having no deadwood, he receives an additional 25 points from each other player, even from a player who also has a rum hand.

Irregularities. Paragraphs 27 to 44 on pages 33-34 govern all irregularities.

Pointers on play. The count of deadwood on which it is profitable to knock varies with the number of players in the game and how many turns they have had to draw.

Against one opponent, it is wise to knock if dealt any count of 50 or less. With two or three opponents, it is unwise to knock on the first turn with a count of more than 35. With four or five opponents, the minimum should be 25.

For each round of play (one draw by each player) these minimums should be reduced by 10 points in two-hand play; by 5 points in larger games; with the proviso that 10 points are enough for a knock at almost any stage of a two-hand game (but see Gin Rummy, page 32).

KALUKI

This is the same as basic Rummy, except as follows:

Two full packs are shuffled together, with four jokers, making 108 cards. Ace ranks either high or low, so that A-K-Q and 3-2-A are valid sequences but 2-A-K is not. Each player is dealt fifteen cards.

A player's first meld must comprise cards totalling 51 or more. Aces count 15, face cards 10, other cards their index value. Jokers are wild,

and when melded count the same as the cards they are designated to represent. A joker in the hand counts 25.

A player may not draw the discard nor lay off until after he has made his initial meld, except that he may take the discard if he makes a correct meld in that turn. A melded joker may be captured ("traded") by any player in exchange for the natural card it represents.

The player who goes out scores all the points remaining in the other hands.

Pointers on play. More than half the time, a player finds enough in his original hand to make an initial meld of 51 or more. The meld should be made at once, so that the player can draw from the discard pile when he wishes. The great opportunities for melding, enhanced by laying off on the initial melds (two or three sets each), give strong chance to go out within a few rounds. With four or more players, it is a fact that some hands go out usually within six rounds. Consequently there can be no thought of holding up melds to avoid letting other players lay off on them. The chances are too great of being caught. Even jokers can rarely be hoarded with safety.

PANGUINGUE

Panguingue, called "Pan" for short, grew out of Conquian. It is the chief card game in many gambling clubs of the Pacific Coast and the south-western United States.

Definitions. 1. The following terms are defined as used in Panguingue.

CONDITIONS. Certain melds for which the owner collects chips immediately.

BORROWING. Taking extra cards from one's previous melds to complete new melds.

FOOT. The bottom portion of the pack, set aside until needed.

FORCING. Making legal demand that a player pick up and meld the top card of the discard pile.

HEAD. The top portion of the pack, from which the hands are dealt and cards are drawn during the play.

NON-COMOQUEERS. Aces and kings, so called from their special privilege in forming groups.

ROPE. A sequence.

SPREAD. A meld.

STRINGER. A sequence.

TOP, GOING ON. Paying a forfeit to drop out of a deal.

VALUE CARDS. Threes, fives, and sevens.

Number of players. 2. Any number up to about fifteen may play. In clubs, the usual limit is eight per table. For social play, six or seven make the best game.

The pack. 3. From five to eight regular packs, from which all eights, nines and tens have been discarded. The standard number of packs is eight, but in some places fewer are used.

Rank of cards. 4. The cards in each suit rank: K (high), Q, J, 7, 6, 5, 4, 3, 2, A. The jack and seven are in sequence.

The draw. 5. A portion of the pack is shuffled and spread face down. Each player draws a card. Lowest card is eldest hand for that deal (first to receive cards), and second-lowest becomes the first dealer. Players drawing equal cards, in contest for these two positions, must draw again.

6. Eldest hand chooses his seat, and the first dealer takes the place at his left. The other players may take places as they please.

Rotation. 7. The rotation of dealing and play is to the right, or counter-clockwise (not to the left, as is usual in most games). The winner of each deal becomes eldest hand for the next, and the player at his left deals.

The shuffle. 8. At the commencement of play, and occasionally thereafter, all eight packs should be shuffled together in convenient batches. Two or more players should assist in this shuffling. At other times, the duty of shuffling falls upon the player at dealer's left. He shuffles the cards used in the previous deal with a batch from the foot, leaving the head of the pack intact.

The deal. 9. The dealer distributes ten cards to each player, in batches of five cards at a time, beginning with eldest hand and continuing in rotation to the right. He then cuts the undealt stock into two parts. The head (top portion) is placed in the centre of the table; the foot (bottom portion) is set aside, to be drawn upon should the head be exhausted.

10. The top card of the head is turned face up beside it to start the discard pile.

Dropping. 11. All settlements are made with chips. Immediately after the deal, each player in turn beginning with eldest hand declares whether he will play in the deal or drop. If he drops, he pays a forfeit of two chips. (Dropping is often called *going on top*, for the reason that the forfeits are by custom piled on the foot of the pack.) The forfeits go to the player who wins the deal (by going out).

12. The hands of players who drop are not returned to the stock, but are kept separate so that the cards will not get into play during that deal. By custom, such hands are placed crosswise under the foot of the pack.

Object of play. 13. The object is twofold: (a) to win chips by melding certain groups of cards called conditions; (b) to go out by melding all the cards in the hand.

Melds. 14. The two types of melds are sequences and groups. A sequence is three or more cards of the same suit, adjacent in rank, as ♥ J 7 6. A group is three or more cards of the same rank, subject to the provisions of paragraph 15.

15. Aces and kings (called non-comoquers) may be melded in groups regardless of suits. [For example, ♦A ♦A ♠A is a valid meld.] In all other ranks, however, the basic three cards of a meld must be

either (a) all of the same suit, or (b) of three different suits. [For example, ♥J ♥J ♥J and ♥J ♠J ♦J are valid melds, but ♥J ♥J ♦J is not.]

Conditions. 16. Threes, fives, and sevens are valle cards; all other ranks are non-valle.

17. Certain types of melds are called conditions. On melding a condition, a player immediately collects chips from every active player, as follows:

- (a) A group of valle cards of different suits—1 chip.
- (b) A group of valle cards of the same suit—4 chips in spades, 2 chips in any other suit.
- (c) A group of non-valle cards of the same suit—2 chips in spades, 1 chip in any other suit.
- (d) A sequence A, 2, 3 or K, Q, J—2 chips in spades, 1 chip in any other suit.

Laying off. 18. A player may add cards to his own melds (never to those of another player) provided that he preserves the character of the original meld. A group in the same suit may be increased only by other cards of the same rank and suit. A group of three in different suits may be increased by cards of the same rank and of any suits whatsoever. [For example, though ♥J ♥J ♠J is not a valid meld, ♥J ♥J ♠J ♦J is correct, for it contains three different suits, and the extra ♥J can in effect be laid off on this basic group at the same time that it is melded.]

19. A player may borrow cards from his own melds of four or more, to make new melds, and may rearrange his melds with new cards from the hand to make additional melds, always provided that the resultant melds are valid. [For example, from ♠J 7 6 5, either the jack or the five may be borrowed to complete a group. From ♦♦ ♦♦ ♣♦ ♥♦, a four of diamonds may be borrowed to complete a sequence. Having melded ♠Q J 7, a player may later add ♠K J 6 and rearrange the cards to make ♠K Q J and ♠J 7 6.]

20. For each extra card added to a condition, a player collects again the value of the condition, except that in case of type (b), a group of valle cards of the same suit, he collects only 2 chips in spades, 1 chip in any other suit.

21. If by rearranging his melds with added cards, a player makes a condition where there was none before, he collects for the condition. (Such a case is given at the end of paragraph 19.)

The play. 22. Each player in turn, beginning with eldest hand, draws one card, either the top of the discard pile or the top of the head of the pack. He then melds, if he can and will; he may not take the discard at all except to meld it. He then discards the card drawn, or a card from his hand. Before discarding he may meld any number of cards, in original melds or cards laid off on previous melds. (In some localities, the player may draw only from the pack, not from the discard pile.)

23. To go out a player must meld, in one or more turns, exactly

eleven cards. In his final turn, he must therefore meld the card he drew, together with all cards remaining in his hand.

24. When a player can use the discard to lay off on his previous melds, he must do so on demand of any other active player. (Such demand is called forcing; its object is to reduce a player to one card in his hand, so that he cannot initiate a new meld.)

25. When a player has melded ten cards, having no card left in his hand, the player at his left may not discard any card he can use and thereby go out, unless such player has no safe card to discard.

26. When any player goes out, by melding his eleventh card, he wins the deal and play ceases.

Scoring. 27. The winner collects 1 chip from each other active player, plus the value of all the conditions he has melded. (Thus he collects for his conditions twice over.) An optional rule is that a player who has made no meld must pay the winner two chips.

Irregularities. [See Rummy, paragraphs 21-42, pages 3-5.] 28. *Wrong number of cards.* If a player finds that he has more or less than ten cards, before he has made his first draw, he may discard all his cards and demand a new hand from the top of the stock. If, after his first draw, a player's hand is found incorrect, he must discard his hand and retire from that deal, must return all collections he has made for conditions, but must continue to make due payments to others for conditions and winning.

29. *Foul meld.* If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made in consequence of the improper spread and legally proceed with his turn. If he has already discarded, he must then return all collections he has made on that hand, discard his hand, and retire from the play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he has made the meld valid before attention is called to it, there is no penalty.

30. *Putting neighbour out.* If a player avoidably discards a card that his right-hand neighbour can lay off, when that player has no unmelded card left, and that player then goes out, the offender must pay the losses of all other active players to the winner.

CONQUIAN

Conquian is the ancestor of Panguingue, which has all but replaced it, and may be the ancestor of all the games we now know as the Rummy family. Its name was corrupted to Coon-can (page 6).

Number of players. 1. Two.

The pack. 2. A regular pack stripped to forty cards by discarding all kings, queens, and jacks. (Originally the game was played with the Spanish pack, which can be made from a regular pack by discarding

the tens, nines, and eights. But discarding the face cards instead is simpler.)

Rank of cards. 3. 10 (high), 9, 8, 7, 6, 5, 4, 3, 2, A.

The shuffle and cut. 4. The dealer shuffles the pack and his opponent cuts it.

The deal. 5. The dealer gives cards two at a time, beginning with his opponent, until each has ten cards. The undealt remainder of the pack is placed face down to form the stock.

Object of play. 6. The player strives to go out by melding all his cards. To do so he must form them into matched sets.

7. A matched set is either (a) three or four cards of the same rank, or (b) three or more cards of the same suit in sequence.

8. A player may lay off additional cards on his own melded sets, and may borrow from a set of four or more to complete a new meld. [For example, having melded ♥ 9 8 7 6 he may later take the 9 or the 6 to complete another group.]

The play. 9. Dealer's opponent begins the play by turning over the top card of the stock. If he wishes to keep it, he may do so. If not, he passes, and dealer then has the option of taking the turn-up. If he also refuses it, he discards it face down and turns up the next card from the stock. The play continues in the same way by alternate turns: both players have option of taking the turn-up, first option going to the player that turned it, and when both refuse it, the one who had second option turns the new card.

10. At any time that a turn-up or discard is taken, the player discards one card from his hand face up beside the stock. His opponent then has choice of taking this card or of turning a new card from the stock. When a discard is not taken, it is turned face down.

11. A player may meld before refusing the turn-up (whether he has first or second option), or after taking a card—turn-up or discard—but before making his discard. At this time he may meld any number of cards, and may lay off additional cards on his own previous melds.

12. If a player can pick up a discard and add it to his melds, his opponent may demand that he do so. (Such demand is called forcing; its object is to reduce the player's opportunity to initiate new melds.)

13. To go out, a player must meld eleven cards. In his final turn, he must therefore meld the card he draws, together with all cards remaining in his hand, and make no discard. A player who goes out wins the deal, and play ceases.

Scoring. 14. Each deal is treated as a separate game. The winner collects a prefixed stake (say, one chip) from the loser. If neither player goes out by the time the stock is exhausted, the game is drawn; each antes the basic stake to form a pool that goes to the winner of the next game.

Irregularities. 15. *Turning more than one card.* If a player turns up and sees more than one card of the stock, his opponent has first right to any such card illegally seen, regardless of the normal procedure of the game.

16. *Other irregularities.* If a player makes an incorrect meld, fails to discard, or commits any other irregularity not covered in paragraph 15, he must correct it on demand of his opponent if the latter makes the demand before continuing play. If not corrected in time, an error stands as regular and play continues.

·3 POKER ·

POKER is traditionally the national card game of the United States, but is known and played throughout the world and perhaps by more people than play any other card game. The modern game of Poker originated in the United States, probably in the early years of the nineteenth century; the first known reference to its present name is in the 1830s. Its origin, however, is ancient. The first game known to have been played on the same principles was a Persian game, *As* or *As Nas*; the principle of building structures—sequences, and cards of the same rank—was even more ancient in China, whence the game we know as *Mah Jongg*, and our modern *Rummy* games. The development was gradual, through a long line of European and English games that included *Pochen* (bluff) in Germany—whence, no doubt, our name for the game. The American game crystallized as *Straight Poker*, the basic principles of which govern all Poker games, and branched off into two main families, *Draw Poker* and *Stud Poker*, under which the most popular variants will be grouped in this book.

The position of Poker in England is anomalous. Like a large number of the games described in this book, it may not be played in clubs save at the risk of prosecution. This is a consequence of our confused, and indeed incomprehensible, gaming laws, which are long overdue for reform. At the same time Poker—which in England ranks second in popularity to *Bridge*—is in fact played in a number of clubs; presumably with the tacit concurrence of the law. This is an extremely unsatisfactory situation, since *Bridge* and other “recognized” games (e.g. *Piquet*; *Solo Whist*) stand, legally, in precisely the same position as *Poker*; for the latter is not a game of chance. *Evidence has repeatedly been given in the courts that its “skill factor” is higher than that of any other card game.* So nothing except the conventional acceptance of *Bridge* as a highly “respectable” game—played, as was its predecessor, *Whist*, in all the “best” clubs—prevents the authorities from prosecuting clubs because *Bridge* is played on their premises.

Poker is different in kind from any other game. It is (as will shortly be apparent) the one game of skill which is completely pointless unless it is played for stakes. They can be as small as one likes; but stakes there must be; and, however small in themselves, they must be large enough to “hurt” if a player is a consistent loser. It is safe to assert, moreover, that no one can learn to play *Poker* well without matching himself at the outset against better players and therefore losing money. Hence the beginner is strongly advised to keep well within stakes

which he can afford. Players who regard Poker as a gamble or "just a game of bluff" will be well advised not to play at all; if they do play, they will speedily be disillusioned.

Definitions. 1 The following terms are defined as used in Poker.

ACEPOTS. A Draw Poker game in which every player antes equally before the deal, and a pair of aces or better is required to open.

ACTIVE PLAYER. One who has not refused to put at least as many chips in the pot as any other player, and who has not discarded his hand.

ANTE. A chip or chips required to be put into the pot before the deal.

BANKER. The person (usually a player) who keeps the original stock of chips and sells them to (or redeems them from) the other players.

BET. Broadly, any chips put into the pot; usually applied, however, to the first bet in any betting interval.

BETTING INTERVAL. A period of time during which each active player in turn has the right to bet or to drop out.

BUG. The joker used as an ace or in a straight or flush.

BUY-IN. Same as *stack* or *takeout*.

CALL. To put in the pot exactly as many chips as will make one's total contribution as great as that of any other player. In any betting interval except the last, a player who calls is said to "play" or to "stay in". In the last betting interval, a player is said to "call" or to "see" a bet.

CHECK. A bet of nothing; theoretically, a bet so low that it is not worth putting in the pot.

CHIP. The token, usually a circular disc, that is the unit of currency for betting in a Poker game; also called a *CHECK*.

DRAW. A deal of additional cards to replace a discarded portion of a player's hand.

DROP. Discard one's hand, rather than put enough chips in the pot to remain an active player.

FOUL HAND. A hand not of exactly five cards. The holder is deemed to drop whenever it is discovered and cannot win a pot.

FREAKPOTS. A Draw Poker game in which every player antes equally before the deal and all twos ("deuces") are "wild". There are no opening requirements.

JACKPOTS. A Draw Poker game in which every player antes equally before the deal, and a pair of jacks or better is required to open.

MISERE POTS. A Draw Poker game in which every player antes equally before the deal and the "worst hand" wins the pot. There are no opening requirements, but no player may draw more than three cards.

OPEN. To make the first bet in the first betting interval in Draw Poker.

OPENERS. A hand strong enough to open (almost always, a pair of jacks or any better hand) in any Draw Poker game in which the rules so require.

PASS. To make no bet in turn. In some variants of Poker, this is equivalent to dropping.

POT. All the chips bet on the outcome of any one deal. An active player is said to be "in the pot".

RAISE. To bet more than is necessary to call; the amount by which a bet exceeds the amount necessary to call.

ROTATION. The progress of the turn to deal, the distribution of cards in the deal, and the right to bet, which move from player to player to the left (clockwise).

ROUND. In dealing, a round of cards is the service by dealer of one card to each active player; a round of deals is one deal by each player in the game; a round of betting is one turn to bet for each active player, so that a betting interval may comprise one or more rounds.

SHOWDOWN. Comparison of the full hands of all active players, to determine which wins the pot.

STACK, or TAKEOUT. The smallest number of chips a player may have issued to him by the banker. A player's supply of chips at any time is also termed his stack.

WILD CARD. A card—the joker, or a card of the regular pack—that may be designated by its holder as representing any other card.

Players. 2. Draw Poker may be played by any number of players from two to eight; six or seven make the best game. In club Poker games seven players constitute a table.

The pack. 3. A regular 52-card pack is used. Traditionally, this should be the "standard" ($2\frac{1}{2}$ -inch) size rather than the narrower "bridge size" ($2\frac{1}{4}$ inches wide); but actually it makes no difference.

[In a great number of games played in America the pack contains 53 cards, of which the fifty-third is the joker. This card is most often termed the bug, and the holder of it may designate it an ace, or, at his option, any other card that would give him a straight, flush, or straight flush (paragraph 16). For example, if holding A A 3 2 Joker, the player could call the joker an ace and hold three aces; if holding 9 8 6 5 Joker, he could call the joker a seven; if holding \spadesuit A J 7 5 Joker he could call the joker \spadesuit K and have a flush, or call it an ace and have a pair of aces; if holding \spadesuit 10 9 8 7 Joker, he could call it \spadesuit J and have a straight flush. In this book, the letter B will symbolize the joker so used. There are other Poker-playing groups who make the joker a wild card that may be designated by its holder to represent a card of any rank and suit, whether or not the player already holds such card.]

Rank of cards. 4. A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2; A (low) only in the sequence 5 4 3 2 A and in Misere Pots.

Seating. 5. Players take seats at random unless any player demands, before the game begins, that the seats of the respective players be determined as provided in the next paragraph.

6. When any player demands a reseating, the banker has first choice of seats. The first dealer (see paragraph 13) may either take the seat to left of the banker or may participate with the other players in having his

position determined by chance. The dealer then shuffles the pack, has the cards cut by the player to his right, and deals one card face up to each player in rotation beginning with the player at his left. The player thus dealt the highest-ranking card sits at the right of the banker, the player with the next-highest card at the right of that player, and so on. If two players are dealt cards of the same rank, the card dealt first ranks higher than the other.

In club Poker, seats are determined by cutting cards, and no players may exchange seats, even with the permission of the table.

7. After the start of the game, no player may demand a reseating unless at least one hour has elapsed since the last reseating. A player entering the game after it begins must take any vacant seat. A player replacing another player must take the seat vacated by that player. Two players may exchange seats, after any showdown and before the next deal begins, provided no other player objects.

8. When there is no banker, the dealer has first choice of seats.

The shuffle and cut. 9. Any player on demand may shuffle the pack. The pack should be shuffled three times in all. The dealer has the right to shuffle last and should shuffle the pack at least once.

10. The dealer offers the shuffled pack to his right-hand opponent, who may cut it or not as he pleases. If this player does not cut, any other player may cut. If more than one player demands the right to cut, the one nearest the dealer's right hand shall cut. Except in case of an irregularity necessitating a new cut, the pack is cut only once.

11. The player who cuts divides the pack into two or three portions, none of which shall contain fewer than five cards, and completes the cut by placing the packet that was originally bottom-most on top. [If a card is exposed in cutting, the pack must be shuffled by the dealer and cut again. Irregularities requiring a new shuffle and cut are covered on page 65.]

12. If no player wishes to cut, the deal proceeds and the dealer may not shuffle again before dealing.

The deal. 13. At the start of the game any player shuffles a pack and deals the cards face up, one at a time to each player in rotation beginning with the player at his left, until a jack is turned up. The player to whom the jack falls is the first dealer. Thereafter, the turn to deal passes from each player to the player at his left. A player may not voluntarily pass his turn to deal.

14. The dealer distributes the cards from the top of the pack, face down, one card at a time to each player in clockwise rotation, beginning with the player at his left and ending with himself, until each player has five cards. He then places the undealt cards beside him, face down, for later use. [Exposure of a card in dealing, or failure to give a player a card due him, does not necessitate a new deal. Irregularities requiring a redeal or causing a misdeal are covered on page 66.]

Object of the game. 15. The object of the game is to win the pot by having the highest-ranking Poker hand at the showdown, or by making a bet that no other player calls.

Rank of hands. 16. Poker hands rank, from highest to lowest:

(a) *Straight flush*—five cards of the same suit in sequence. The highest straight flush is A, K, Q, J, 10 of the same suit, called a *royal flush*. The lowest straight flush is 5, 4, 3, 2, A of the same suit. As between two straight flushes, the one headed by the highest card wins. [When any card of the pack is designated as *wild*—see page 72—a straight flush loses to five of a kind, which is only beaten by a royal flush.

(b) *Four of a kind*—four cards of the same rank. This hand loses to a straight flush but beats any other hand. As between two hands each containing four of a kind, the four higher-ranking cards win. [When there are several wild cards, it is possible for two players to hold four of a kind of the same rank. In this case, the winning hand is the one with the higher-ranking fifth card.]

(c) *Full house*—three cards of one rank and two cards of another rank. As between two full houses, the one with the higher-ranking three of a kind is the winner. [When there are several wild cards, two players may have full houses in which the three-of-a-kind holdings are of the same rank; the higher of the pairs determines the winning hand.]

(d) *Flush*—five cards of the same suit. As between two flushes, the one containing the highest card wins. If the highest cards are of the same rank, the higher of the next-highest cards determines the winning hand, and so on; so that ♠ A K 4 3 2 beats ♥ A Q J 10 8, and ♠ J 9 8 6 4 beats ♥ J 9 8 6 3.

(e) *Straight*—five cards, in two or more suits, ranking consecutively; as 8 7 6 5 4. The ace is high in the straight A K Q J 10 and low in the straight 5 4 3 2 A. As between two straights, the one containing the highest card wins, so that 6 5 4 3 2 beats 5 4 3 2 A.

(f) *Three of a kind*—three cards of the same rank. As between two hands each containing three of a kind, the one with the higher-ranking three of a kind wins. [When there are several wild cards, there may be two hands containing identical threes of a kind. In such cases, the highest-ranking unmatched card determines the winner. If these cards are of the same rank, the higher-ranking fifth card in each hand determines the winner.]

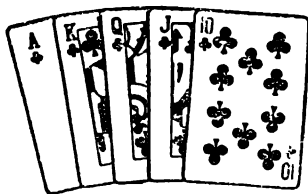
(g) *Two pairs*—two cards of one rank and two cards of another rank, with an unmatched fifth card. As between two hands each containing two pairs, the one with the highest pair wins. If the higher pairs are of the same rank, the one with the higher-ranking second pair wins. If these pairs too are of the same rank, the hand containing the higher of the unmatched cards is the winner.

(h) *One pair*—two cards of the same rank, with three unmatched cards. As between two hands containing pairs of the same rank, the highest unmatched card determines the winner; if these are the same, the higher of the second-highest unmatched cards, and if these are the same, the higher of the lowest unmatched cards. For example, 8 8 9 5 3 beats 8 8 9 5 2.

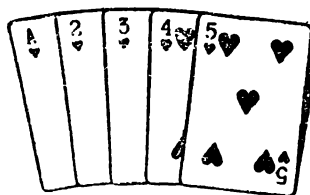
(i) *No pair*. This loses to any hand having a pair or any higher-ranking combination. As between two such hands, the one containing the highest card wins; if these two cards are tied, the next-highest card

POKER HANDS

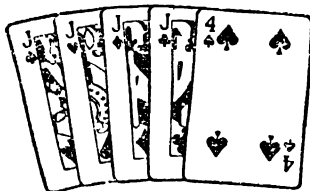
DRAW POKER



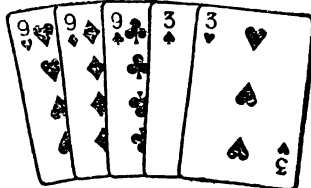
Royal flush



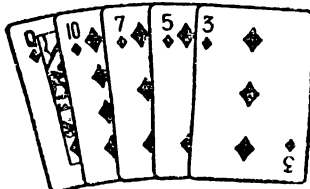
Straight flush



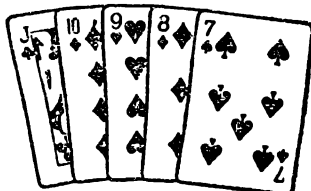
Four of a kind



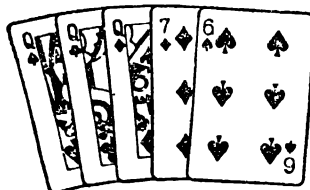
Full house



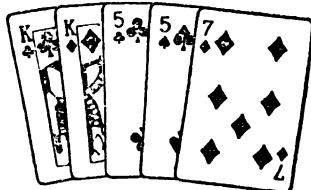
Flush



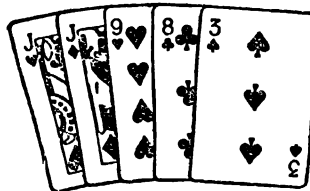
Straight



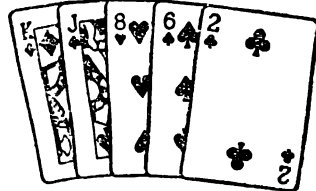
Three of a kind



Two pair



Pair



King high

decides, and so on, so that A 8 7 4 3 loses to A 9 7 4 3 but wins from A 8 7 4 2.

Two hands that are identical, card for card, are tied, since the suits have no relative rank in Poker. In this case the pot is divided.

[There are some "extra hands" not included among the traditional Poker combinations listed above, but played at the option of the players in certain games. These extra hands are described on page 71.]

The betting. 17. The cards having been dealt, the player to the dealer's left puts up one chip of any agreed denomination; this is the *ante*. The player next to him puts up two chips: this is the *straddle*. The player to the left of the *straddle* (i.e. the third player from the dealer) will be the "first to speak".

18. In some schools it is permissible for the third player to put up four chips (an "overblind") and so retain the right to bet last. In other schools, and many clubs, no "overblind" is permitted.

19. The ante and straddle having been put up, players look at their cards, and betting begins. The player who is "first to speak" may either say "play", at the same time putting up four chips, or may throw his hand in. If he throws in, the hand will cost him nothing, unless the winner is able to claim penalties (see below, page 68). Subsequent players in turn may also say "play", putting up four chips; or may raise the stake by an agreed amount (usually four chips in the first instance). Betting continues, players who are not prepared to increase their stake throwing their hands in and abandoning their chips, until all those left in are satisfied.

20. If no one is prepared to play, the straddle collects the chip put up by the ante and the deal passes.

The draw. 21. When each player has exactly called the highest previous bet, without raising, or has dropped, the first betting interval ends. The dealer picks up the undealt portion of the pack, and each active player in turn to his left may discard one or more cards, whereupon the dealer gives him that number of cards, face down, from the top of the pack. A player need not draw unless he so chooses. [If he plays his original five cards without drawing he is said to "stand pat".]

22. If the dealer is an active player, he must announce how many cards, if any, he is drawing. At any time following the draw and before the first player in turn bets or checks in the final betting interval, any active player may ask any other active player how many cards he drew. The latter player must answer, but the questioner has no redress if the answer is incorrect. [It is considered unethical, however, to give an incorrect answer intentionally.]

23. The dealer may not serve the bottom card of the pack. If the pack exclusive of this card does not suffice for the draw, the dealer must assemble all cards previously discarded, plus the bottom card of the original pack; shuffle these cards; offer them for a cut; and continue dealing. The cut shall be as provided in paragraph 10 except that only an active player may cut. The opener's discards are excluded from the new pack if they have been put in the pot.

Second betting interval. 24. When all active players have had their turns to draw, the player who opened may either check or bet. If he checks, each active player in turn after him may either check or bet, until any player bets. If any player bets, each active player in turn after him (including players who checked originally) must either drop, or call, or raise. If the opener has dropped, the duty of checking or betting first falls to the active player nearest his left.

25. No player may check, bet, call, raise, or drop, except in his proper turn. A player in turn may drop even when he has the privilege of checking. At any time that a player discards his hand, or permits it to be mixed with any discard, he is deemed to drop and his hand may not be reclaimed.

The showdown. 26. When each player has either called the highest previous bet, without raising, or has dropped; or when every active player has checked; the full hand of every active player is placed face up on the table and the highest-ranking hand wins the pot. If two or more hands tie for highest rank, they divide the pot evenly, an odd chip going to the player who last bet or raised.

POTS

The procedure outlined above (in which there is an ante and a straddle, and no other player need risk any stake at all) only applies to hands which are not Pots. In the various Pots, the preliminaries of the deal are different.

Four types of Pot are recognized in Club Poker, though not all are played at all clubs. They are (i) Jack Pots; (ii) Acc Pots; (iii) Freak Pots; (iv) Misere or Worst Hand Pots.

They all have this in common: that, before the deal, each player contributes an agreed stake (normally two chips) to the kitty: these chips are placed in the centre of the table. The player "first to speak" is now the player on the dealer's left. If he is prepared to play, he says "I open" and stakes (say) four chips which he places in front of him. Betting now proceeds on the lines already described. If no one opens the pot the deal passes (though in some schools the same dealer deals again) and the pot (i.e. the "kitty") is "refreshed" or "sweetened" by the addition of half a chip from each player.

JACK POTS

No player may open a Jack Pot unless he holds a pair of Jacks or better. Once the pot is opened anyone can play, or raise the opening bet, or (of course) throw his hand in. The opener may retire if the betting gets too high for him; but he must retain his cards until the pot has been won to show that he had opening requirements.

The opener can, if he chooses, "split his openers" when it comes to the draw but, if he does so, he must announce the fact. Thus, A opens the pot holding ♠J ♥J 10 9 8. B doubles the stake and C, D, and E

all play. A is now up against four hands all potentially better than his pair of Knives. He will say "I am splitting my openers"; will lay the ♠J aside (face downwards) and will draw one card to his straight flush.

ACE POTS

These are similar to Jack Pots, except that the minimum opening requirement is a pair of aces. These pots have of late fallen out of favour; because it may be necessary to deal the cards half a dozen times or more before anyone has the requirement. for opening.

Opening without the necessary requirements (in Jack Pots and Ace Pots). This is obviously a serious offence, but the penalties imposed vary widely. In some schools the opener is not only debarred from taking the pot but must put up the whole of the stake for another one. (This is a harsh penalty; but is justified by the argument that an unscrupulous opener might be tempted to take a chance: he opens with an Ace and another card; draws another Ace; and so may win the pot. In other schools the only penalty imposed is that the opener cannot take the pot, even though he has the best hand: e.g. an opener draws a card and wins with a flush; he cannot take the pot, since he cannot have had openers.

Where the opener is debarred from taking the pot, it goes to the player with the best hand, *provided he has not thrown it in*. Thus an opener checks; all the other players but one throw their hands in; this one player has automatically checked holding only a pair of nines. He takes the pot. For this reason, where an opener checks, other players should check also; since there is always the chance that the opener has made a mistake.

FREAK POTS

Here there are no opening requirements: any player can open on any holding. The pot is won by the best hand, on the basis that all *twos* are "freaks": i.e. jokers. Thus 8 8 8 5 2 ranks as "four eights" and 8 8 8 2 2 as "five eights". ("Fives", it will be recalled, ranks higher than a straight flush but below a royal flush.) Obviously good hands are much more easily come by in Freak Pots than in Jack Pots or Ace Pots; and one's opening and betting requirements should be stepped up accordingly.

MISERE POTS

These are "worst hand" pots, and have, in recent years, attained wide popularity. The pot is won by the *worst* hand, on the basis of normal hand valuation. The worst possible hand is 6 4 3 2 A (Ace ranking low) where the cards are not all of the same suit. This is often called "a royal misere". In the Misere hierarchy of hands it corresponds to a royal flush, but is much more likely to appear: there are only 4 possible royal flushes, but there are 1,020 possible royal miseres.

There are no opening requirements for a Misere Pot, but there is a

limitation in the draw. No player may take more than three fresh cards. There is no particular logic in this rule; it is presumably designed to save congenital gamblers from the consequences of their own folly. One has a small enough chance of winning a Misere Pot if one draws three cards; the odds against winning on a four card buy would be very large indeed.

ADDITIONAL RULES OF BETTING

The kitty. 1. By agreement among the players, there may be established a kitty or pool which is to be the joint property of all players and is to be used to defray expenses, such as for cards, refreshments, etc. The kitty may be made up of (a) one white chip from every passed pot, in a game in which every player antes; (b) one white chip from every pot containing forty or more chips; and (c) chips paid by players as penalties for infractions of rules, if such penalties are adopted in the game.

Limits. 2. Originally betting in Poker was unlimited—"sky's the limit"—and a player was able to bet whatever he was willing to put into the pot (including a promissory note if his opponent was willing to accept it in lieu of cash). If a player was unable to call an opposing bet, and his note or "marker" was not acceptable to his opponent, by tradition he had twenty-four hours to raise the amount necessary to call. In that case the opposing hands were sealed separately and the existing pot was sealed and put in the care of some custodian until such time as the money necessary to call was available or until the twenty-four-hour period had elapsed. This method and tradition are now obsolete and a limit of some sort is established for every Poker game.

3. **Fixed limit.** The limit may be fixed at ten times the amount of the usual opening bet in Straight or Draw Poker, and ten times the amount of the compulsory or usual first bet in Stud Poker; for example, if the usual first bet is one white chip, the limit for any bet or raise is one blue chip; if the usual first bet is one red chip, the limit is five blue chips, etc.

4. The most commonly played form of fixed-limit Poker game establishes (in Draw Poker) one unit as the uniform amount of every bet and raise before the draw, and two units after the draw; when a deal is passed out, these limits are doubled for the next pot and until the pot is won, making the limits two units before the draw and four units after the draw. This would be known as "one and two" limits. Whatever the limit, it is in the same proportion; so that it might be "twenty and forty" or "fifty and one hundred". In Stud Poker, the same principle is followed: one unit is the limit until the last betting interval, when the limit becomes two units. Every bet and raise is the limit. Sometimes (in Stud Poker) the limit is increased to two units whenever a player has an open pair; if so, it remains two units even if the player with the open pair drops and no active player has a pair showing. In some Stud Poker games the limit is "one-two-three-four"—that is, one unit on the first face-up card, two on the second, three on the third and four on the last.

In club Poker betting is frequently on some such fixed limit basis as the following: The ante is 1 chip; the straddle is 2 chips. The first

bet is 4 chips (or less if the player making the bet prefers). The next bet is not more than eight chips. Thenceafter the bet cannot be raised by more than eight chips at a time.

5. *Pot limit* is a method of fixing the limit by the size of the pot: A player may always raise by as many chips as there are in the pot at the time, including in the size of the pot the number of chips required for him to call. [For example, there are 30 chips in the pot; a player bets 10 chips; the next player may raise 50 chips, for after he has put in 10 chips to call there will be 50 chips in the pot. His total contribution to the pot will then be 60 chips. At this point there w.'l be 100 chips in the pot, and the next active player in turn (not the one who bet originally) will need 60 chips to call; therefore he may raise 160 chips, putting in 220 chips altogether.] Pot limit is seldom played without an additional restriction on the betting—usually table stakes (paragraph 15).

6. *Doubling limit*—a player may double the bet of the last opponent who raised. [Thus, if the first bet is four, the next player may make it eight, and the next player may make it sixteen. If it now comes back to the player who originally bet four, he may make it thirty-two, but need put in only twenty-eight more chips, having previously put in four. Nevertheless, the next player may make it sixty-four, by adding fifty-six chips to his previous bet of eight.] The size of bets can mount so quickly in this game that it is customary to put on some invariable maximum limit, such as one hundred chips, beyond which the doubling cannot go.

7. *Previous bet limit*, or “bet the raise”, is a method by which the most any player can raise is the largest number of chips a previous player has put into the pot at one time. [For example, the first player bets four; the second player may raise to eight; the third player may raise to sixteen. The player who originally bet four can now put in twelve chips to call and sixteen chips to raise, but the next player may raise by only twenty-eight chips, since that is the largest number that have so far been put into the pot at one time.]

8. In a different form of pot limit, a player's total bet, in any turn, including the amount necessary to call and the amount by which he raises, cannot exceed the size of the pot at the time. This and any other pot limit method is unpopular among players who like fast games, it being so often necessary to count the size of the pot before a bet can be made.

Table Stakes. 9. In any Poker game except those with low fixed limits, i.e. in any pot-limit, doubling-up or no-limit game, a player who has not enough chips to call the preceding bets and who cannot obtain more chips may stay in for the showdown by betting all the chips he has left. If there are other players in the pot and they wish to continue betting, their bets above this amount go in a “side pot” in which the short player has no interest. Play continues normally until there is a showdown, when the player who was short competes on even terms for that part of the pot to which he contributed in full. When this principle is embodied in the fixing of the limits, the game is known as “Table Stakes”.

10. In a table-stakes game the limit for each player is the number of chips he has on the table in front of him. He cannot bet more, nor can any player bet more against him.

A player who bets all the chips he has in front of him is said to "tap" himself; a player who bets as many chips as an opponent has in front of him is said to "tap" that opponent.

11. A player in a table-stakes game may obtain additional chips from the banker, and add them to his stack on the table, at any time that he has dropped out of a pot in progress and at any time between a showdown and the beginning of the next deal. However, he may at no time reduce the number of chips he has in front of him, by cashing them in, or by removing them from his stack, except when he leaves the game.

12. A player who is tapped remains in the pot until the showdown, drawing cards on even terms with the other players, without needing to make further contributions to the pot. If he has the best hand at the showdown, he takes the main pot. He has no interest in any side pots.

13. Any bets that one or more players cannot meet in the main pot are put into a side pot. At the showdown, this side pot goes to the active player who has an interest in the side pot.

14. A player who drops loses his interest in all pots.



[For example: A has 40 chips, B 80, C 150 and D 200. A bets 20; B calls, putting up 20; and C raises 50, putting up 70 chips in all. This bet taps A. For this reason, C puts into the pot only 40 chips—20 to call A's bet, and 20 as a raise that A can call—and keeps 30 chips just outside the pot. D calls, putting 40 chips in the pot and 30 chips just outside it. A calls, putting in his remaining 20 chips and tapping himself. B calls, putting in 20 chips

to complete the main pot, which is now shoved in a heap and separated, plus 30 chips which will go into the side pot. There are now 90 chips in the side pot. In the next betting interval A is not concerned. B checks and C bets 50 chips. D calls for 50 chips. B calls for 10 chips, which are all he has left. Therefore, 10 chips each from C, D and B go into the first side pot, completing that pot, and a second side pot is made up of the 40 chips from C and 40 chips from D. At the showdown, the main pot will go to the highest of the four hands. The first side pot will go to the highest hand as among B, C and D only. The second side pot will go to the higher hand as between C and D.

If there had been still another betting interval, and C had bet his remaining 30 chips, for D to drop would have meant losing his interest in all three pots. A player who drops concedes a superior hand to the player whose bet he does not call; that player succeeds to all his rights.]

Betting. 15. In each betting interval, the turn to bet begins with the player designated by the rules of the variant being played, and moves to each active player to the left. A player may neither pass nor bet until the active player nearest his right has put the correct number of chips into the pot or has discarded his hand.

16. In Draw Poker, the first in turn before the draw is eldest hand. The first in turn after the draw is the player who made the opening voluntary bet before the draw.

17. In Stud Poker, the first in turn in each betting interval is the player whose exposed cards are higher than those of any other player. If two or more players have identical high holdings, the one nearest dealer's left is first in turn. In the first betting interval, the higher player must make a bet of at least one chip or such other minimum as may be established by agreement. In any later betting interval, he may check.

18. Unless a higher bet has been made in that betting interval, an active player in turn may check, which means that he elects to remain an active player without actually betting in that turn. [In some variants of Poker, checking is specifically prohibited.]

19. Whenever only one active player remains, through every other player's having dropped, the active player wins the pot and there is a new deal by the next dealer in turn.

20. No two players may play in partnership, and there may be no agreement between two or more players to divide a pot.

Irregularities in betting. 21. Chips once put in the pot may not be withdrawn except:

(a) By a player who, after he has anted, is dealt out.

(b) In Jack Pots, when another player has opened without proper openers;

(c) In Draw Poker, by the players who opened blind and straddled, in case of a misdeal—see paragraph 3 on page 66;

(d) In Stud Poker, when the dealer has failed to deal a player any card face down (but different schools have different rules to deal with this situation).

22. *Instalment or string bets.* A player's entire bet must be put in the pot at one time. Having put in any number of chips, he may not add to that number unless the original number was insufficient to call, in which case he may add exactly enough chips to call. If, however, he announced before putting in any chips that he was raising by a certain amount, and he puts in an amount insufficient for such a raise, he must on demand supply enough additional chips to equal the announced amount of his bet.

23. *Insufficient bet.* When a player in turn puts into the pot a number of chips insufficient to call, he must either add enough chips to call and may not raise; or he must drop and forfeit chips already put in the pot. When a player raises by less than the minimum permitted, he is deemed to have called and any additional chips he put into the pot are forfeited to it.

24. *Bet above limit.* If a player puts in the pot more chips than are permitted by the limit, it stands as a bet of the limit and additional chips are forfeited to the pot. An exception is made in Table Stakes, when a player's bet exceeds the number of chips an opponent has; in that event, the player may withdraw the excess and either bet it in a side pot, or, if there are no other players willing or able to meet that bet in the side pot, restore those chips to his stack.

25. *Announcement in turn of intention to pass or bet.* If a player in

turn announces that he passes or drops, his announcement is binding on him whether or not he discards his hand. If a player in turn announces a bet but does not put any chips in the pot, the announcement is not binding on him; but if he puts any chips in the pot, he is bound by his announcement and must if able supply such additional chips as are necessary to bring his bet up to the announced amount. In any event, other players who rely upon an announcement of intention do so at their own risk and have no redress in case under these rules the announcement need not be made good. [In many circles it is considered unethical to announce any intention and then not make good on it.]

26. *Announcement out of turn of intention to pass or bet.* If a player out of turn announces his intention to pass or drop when his turn comes, but does not actually discard his hand; or to make a certain bet, but does not actually put any chips in the pot; his announcement is void and he may take any action he chooses when his turn comes. Any other player who acts in reliance upon the announcement does so at his own risk and has no redress. [As in the case of paragraph 25, above, failure to make good on such an announcement, and especially if the announcement was intentionally misleading, is in many circles considered unethical.]

27. *Bet out of turn.* If a player puts any chips in the pot out of turn, they remain there and the play reverts to the player whose turn it was. If any player to the offender's left puts chips in the pot, he has bet out of turn and is equally an offender. When the offender's turn comes, if the chips he put in were insufficient to call, he may add enough chips to call; if the amount was exactly sufficient to call, he is deemed to have called; if the amount was more than enough to call, he is deemed to have raised by the amount of the excess but cannot add chips to increase the amount of his raise; if no player before him has bet, he is deemed to have bet the number of chips he put in. If the chips he put in were insufficient to call he may forfeit these chips and drop. He may never add chips to raise or to increase his raise.

28. *Pass out of turn.* It is not improper to pass or drop out of turn when only one other active player remains. When more than one other active player remains, the pass out of turn is among the most damaging of Poker improprieties, but there is no penalty therefore except by agreement of the players.

IRREGULARITIES IN DRAW POKER

(See also Rules of Betting paragraphs 21 to 28, page 64)

Redeal. 1. Any player, unless he has intentionally seen the face of any card required to be dealt to him face down, may call for a new shuffle, cut, and deal by the same dealer if it is ascertained, before the dealer begins dealing the second round of cards, that:

- (a) a card was exposed in cutting;
- (b) the cut left fewer than five cards in either packet;
- (c) two or more cards are faced in the pack;
- (d) the pack is incorrect or imperfect in any way;
- (e) a player is dealing out of turn (see next paragraph).

2. If a player is dealing out of turn, and a redeal is called, the deal reverts to the proper player in turn. In a game in which every player antes, no one need ante again. Any other ante or straddle that has been put in the pot is withdrawn. If no redeal or misdeal is called within the time limit provided, the deal stands as regular and the player at the left of the out-of-turn dealer will be the next dealer in turn.

Misdeal. 3. A misdeal—one due to the dealer's error—loses the deal, if attention is drawn to it by a player who has not intentionally seen any face-down card dealt to him. The deal passes to the next player in turn. Any ante made solely by the dealer is forfeited to the pot. If all players have anted equally, their antes remain in the pot and no one need ante again. An ante made solely by eldest hand, and any following straddle, may be withdrawn.

4. There must be a misdeal if the dealer exposes more than one card. In Misere Pots there must be a new deal if any card at all is exposed, or can be named by any player.

5. A misdeal may be called:

(a) by any player who has not intentionally seen any face-down card dealt to him, if before the dealer begins the second round of cards it is ascertained that the pack was not shuffled or was not offered for a cut;

(b) if the dealer gives too many cards to more than one player.

6. If the dealer stops dealing before giving every player enough cards, due solely to his omission to deal one or more rounds, it is not a misdeal and the dealer is required to complete the deal whenever the irregularity is discovered. [For example, if the dealer stops dealing after giving each player only four cards; or if the dealer gives the first five of seven players five cards each and the sixth and seventh players only four cards each, having stopped dealing after the fifth player on the last round.]

7. There must be a new deal if the dealer deals too many, or too few, hands.

Exposed card. 8. If the dealer exposes one or more cards from the undealt portion of the pack, after the deal is completed, those cards are dead and are placed among the discards.

9. There is no penalty against any player for exposing any part of his hand, and he has no redress. A player who interferes with the deal and causes the dealer to expose a card may not call a misdeal.

10. Each player is responsible for his own hand and has no redress if another player causes a card in it to be exposed.

Irregularities in the draw. 11. *Wrong number of cards.* If the dealer gives a player more or less cards than he asks for in the draw, the error must be corrected if the player calls attention to it before he has looked at any of the cards. Unless a card has been served to the next active player in turn, the dealer must correct the error by supplying another card or restoring the excess to the top of the pack, as the case may be. If the next player has been served, the player may discard from his hand additional cards to accept an excess draw without going over a five-card hand; if he has already discarded and the draw is insufficient to restore

his hand to five cards, his hand is foul. If the player has looked at any card of the draw and the entire draw would give him an incorrect number of cards, his hand is foul.

12. *Card exposed.* If any card is exposed in the draw, whether or not it was faced in the pack, that card is dead: and the player due to receive it must be given another card after the remaining players have been served.

13. *Draw out of turn.* If a player allows a player at his left to draw out of turn, he must play without drawing, or drop. If he has already discarded any card, his hand is foul.

14. A player may correct a slip of the tongue in stating the number of cards he wishes to draw, but only provided the dealer has not yet given him the number of cards he first requested.

15. If a player discards a number of cards that would make his hand incorrect after the dealer gives him as many cards as he asked for, his hand is foul.

Incorrect hand. 16. A hand having more or less than five cards (or any other number of cards designated as a player's hand in the Poker variant being played) is foul and cannot win the pot. If every other player has dropped, the pot remains and goes to the winner of the next pot.

[Players may agree that a hand with fewer than five cards is not foul, but may compete for the pot with the best Poker combination he can make with the cards he has.]

Incorrect pack. 17. If it is ascertained at any time before the pot has been taken in that the pack has too many cards, too few cards, or a duplication of cards, the deal is void and each player withdraws from the pot any chips he contributed to it, any other laws of the game to the contrary notwithstanding; but the results of pots previously taken in are not affected.

Imperfect pack. 18. If the pack contains any card that is torn, discoloured or otherwise marked so as to be identifiable from its back, the pack must be replaced before the deal in progress or any later deal can be completed; but the play of the pot in progress is not affected if the deal has been completed.

Irregularities in the showdown. 19. *Hand mis-stated.* If a player in the showdown announces a hand he does not actually hold, his announcement is void if attention is called to the error at any time before the pot has been taken in by any player (including the player who miscalled his hand). ["The cards speak for themselves."]

20. *Designation of wild cards.* If in the showdown, a player orally designates the suit or rank of a wild card in his hand, or implies such designation by announcing a certain hand, he may not change that designation (e.g. an announcement of Joker-J-10-9-8 as "jack-high straight" fixes the joker as a seven). A player may always show his hand without announcement and need not designate the value of a wild card unless another active player demands that he do so. (But in some clubs

a player is expected to state what his holding is when he lays down his hand.)

21. *Concession of a pot.* A player who has discarded his hand after another player's announcement of a higher hand may not later claim the pot even if the announcement is determined to have been incorrect.

POKER CUSTOMS

Any of the following customs, which in some cases are followed only in certain sections and in other cases are followed throughout the country, may be given the force of law if the players in any particular game so desire.

Time limit. Before the game begins, a time for quitting is established. It is almost essential to a harmonious game that such a time limit be established and that it be strictly adhered to. Losers in a game will always want to continue play, and if the winners accommodate them the quitting time will become later and later and the circle will eventually break up because so many of the players cannot stand such late hours.

When the quitting time approaches, any player may announce that he will "deal off". This means that his next turn to deal will be the first of a complete round of deals, one by each player. When the player at his right has dealt, the game ends.

Cards. It is possible to speed up the game by using two packs of cards, of contrasting back designs. While one player deals, the player at his left assembles and shuffles the pack for the next deal; the second player to the left of the present dealer assembles the discards to prepare the pack with which he will deal when his turn comes.

When there are eight players in a Draw Poker game, especially when it is a lively game in which five or six players stay in on nearly every pot, the dealer sometimes sits out—takes no cards himself, so that only seven play in each pot.

In home games, new cards are introduced only at the option of the host. If the cards are furnished by the players themselves—as by a kitty to which all contribute—or in a club or other public place where there is no host, new cards should be introduced upon the reasonable demand of any player. In a private club, the rule usually is that a player may have new cards introduced whenever he is willing to pay for them himself.

Roodles. In Draw Poker games among players whose usual game is not Jack Pots, it is customary to have "a round of roodles" whenever a full house or higher hand shows up. This means that for one round of deals, everyone antes, Jack Pots are played and the limit is doubled. If everyone antes customarily, then the ante in a round of roodles is doubled. Sometimes roodles are played only after four of a kind or a better hand is held.

Royalties. When a player holds four of a kind, each other player in the game—even those who are not in the pot—must pay him some pre-established amount such as one, two or five chips; if a player has a straight flush each other player pays him twice as much as for four of

a kind; and in some cases, a royal flush is paid four times as much as four of a kind. These are also called premiums, bonuses, or penalties.

Chips and betting. No chips should be removed from the table at any time, except to redeem them with the banker.

In a Table Stakes game, a player may cash in any additional takeout he has obtained from the banker after the first, provided he does so in units of the minimum takeout. He may not cash in his original minimum takeout and he may not cash in any winnings until he leaves the game. The principle is that the total number of chips in play must never be less than it was at the start of the game.

When a player bets, he should stack his chips on the table between himself and the pot, and remove his hand so that the other players may quickly count them if they so wish. Then he pushes them into the pot. This is a good rule in the case of any bet requiring several chips. Even where this rule is in effect, however, it is customary for a player who is merely "chipping along" with one white chip to toss it into the pot.

A player who wants to stay in a pot and temporarily has not enough chips to do so customarily "goes light" or "shy" by pulling out of the pot towards himself as many chips as mark his debt to the pot. The excuse for this is that it avoids delay in the game which might be occasioned if the players waited until the banker issued more chips; in addition, some players feel that they create a better psychological impression by the implication that they expect to win the pot and then will not need to have more chips issued to them. Nevertheless this custom is frowned upon in nearly all games and is best prohibited by rule. Separation of any chips from the pot makes it more difficult to count; it is easy for honest confusion to arise as to which chips are the player's and which belong to the pot; and a minor sharper can almost always come out a few chips to the good if he is allowed to pull chips out of a pot.

In most games, and especially in games played socially in homes, an announced bet is taken at face value and the player must make good on it. It does not matter whether he has spoken in turn or out of turn. Failure to make good is treated as repudiation of a debt, and is considered unsportsmanlike.

Irregularities in the deal. In games not played "for blood", time will be saved and hard feelings avoided if minor irregularities in the deal are straightened out at the time, as follows:

If one player has six cards and another four, the player with the short hand draws a card face down from the hand with six cards.

If one or more players (not the entire table) have only four cards, the dealer gives each of them another card from the top of the pack.

If one or two players have six cards, and the other hands are correct, they offer their hands face down to the dealer, but before looking at the face of any of them, and he draws the excess cards and restores them to the top of the pack. But even where this type of adjustment is permitted, a player's hand is foul and must be discarded if it contains more than five cards and he has looked at any of them.

OPTIONAL OPENING REQUIREMENTS

Four-flush to open. A player may open, as usual, with jacks or better; or he may open on any four-flush. The four-flush, if not improved, has no special value after the draw. [In some Draw Poker games, however, and in many Stud Poker games, a four-flush is played to beat a pair, but lose to two pairs.] The object of making a four-flush open is to speed up the game; it is more likely that someone will hold openers, and other players are supposedly encouraged to come in on low pairs on the assumption that the opener may not even have a pair. However, since it is losing play to open on a four-flush, this special rule has little effect on a game among good players, though a one-card draw to a straight flush is worth opening on and that opportunity might be lost if the four-flush rule were not in effect.

Any bobtail to open. Jacks or better, as usual, or any bobtail (four-flush or double-ended four-card sequence) suffices as openers. All the comments in the preceding paragraph apply as well to this game. It must be remembered that a one-end sequence such as A K Q J or an inside straight such as 9 8 6 5 does not fulfil the opening requirements.

Progressive Jack Pots. If, jacks being required, the pot is not opened, for the next pot queens are required; then kings, aces (and in some games, up to two pair).

BLIND OPENING

This form of Draw Poker is known by many different names—Blind Tiger, Tiger, English Poker, Australian Poker, Pass and Out—and is played in many minor variants, but none is materially different from any other.

The laws of Draw Poker are followed except in the following respects, which concern principally the first betting interval and the show-down.

The blind. 1. Whether or not there was any ante before the deal, at the conclusion of the deal the player at dealer's left (called the *age*, or the *blind*), without looking at his hand, must make an opening bet of one chip.

The straddle. 2. The player at the left of the blind must *straddle* by betting two chips. In effect, he raises one chip. The player at his left may then straddle again, if he has not looked at his hand, betting four chips; or this player may look at his hand before taking action. (The advantage of straddling is to gain position; the last player to straddle becomes the last bettor in the betting interval after the draw. Unless this rule is followed, there is no purpose to straddling.) If the voluntary straddle of four chips is made, the next player, still blind, may straddle by betting eight, etc.; usually some limit is put upon the number of

straddles permitted. A player who has looked at his hand may not straddle except in the case of the first straddler, who is forced to do so.

Betting. 3. After the last straddle, each player may look at his hand. In turn to the left of the last straddler, each player must either pass or bet. If he passes, he is out and may not come back in that pot. If he bets, the first player to bet must raise the last straddle by the amount of the limit—the limit is usually the amount by which the last straddler raised. Once any player has made this voluntary bet, each player in turn after him may either call, raise, or drop; the age counts his opening bet towards his call, and each straddler counts his previous bet towards his call. If all other players have dropped when it comes around again to the blind, he may call, raise, or drop, and so may each successive straddler.

4. If no one calls the amount of the last straddle, that player takes the pot, which includes the blind, his own chips, and any straddle up to him. If anyone calls, as soon as bets are equalized there is a draw and then a second betting interval in accordance with paragraphs 21 to 25 on pages 58-59. The limit after the draw is usually the amount by which the last straddler raised.

[For example: G deals; A bets one blind; B straddles, betting two blind. C looks at his hand and drops. D plays, betting three. E and F drop. G plays, putting in three chips. A plays, putting in two chips. B raises, putting in two chips, one to call, and one to raise, since that is the limit before the draw. D, G and A all put in one chip each, calling. After the draw, D will bet first since he is at the left of the straddler. The limit after the draw will be one chip.]

5. *Optional rule.* There may be no more than two straddles, and the limit for a raise is always two chips before the draw and four chips after the draw, regardless of the number of straddles.

Rank of hands. 6. In addition to the hands listed in paragraph 16 on page 56, the following hands have value:

BIG CAT, or BIG TIGER: King high, eight low, no pair. Loses to a flush, beats any lower-ranking hand.

LITTLE CAT, or LITTLE TIGER: Eight high, three low, no pair. Ranks next below a big cat.

BIG DOG: Ace high, nine low, no pair. Ranks next below a little cat.

LITTLE DOG: Seven high, deuce low, no pair; ranks next below a big dog, beats a straight or any lower hand.

As between two cats or dogs of the same rank, ties are broken as between any two no-pair hands. (See paragraph 16 (h) on page 56.) That is, K Q 10 9 8 would beat K J 10 9 8; 7 6 4 3 2 would beat 7 5 4 3 2.

[The object of using cats and dogs is to increase the number of hands worth drawing to and so bring more players into the pot, enlivening the game. Such hands, and other special hands which are defined in the glossary, are encountered in any type of Poker game, but most often in blind opening games. Some few players rule that since a cat or dog beats a straight, a cat flush or dog flush beats a straight flush and becomes the highest-ranking hand.]

OPEN ON ANYTHING

In many Draw Poker games there are no requirements for openers; a player may make the first bet whenever he feels like it. This game may be played in either of two ways: Pass and out, or pass and back in. The former is also called "Bet or drop". Each player in turn, beginning at the dealer's left, must either make some bet or drop; if any bet has been made before him, he must of course at least call it. Usually the minimum bet is so low, however, that a player can afford to toss in his chip and stay in the pot, if no one has made a larger bet before him; for this reason, the privilege of "checking" came into being. In the "pass and back in" game, a player may pass on the first round and come in afterwards if someone else bets, as in Jack Pots.

WILD-CARD GAMES

In the following games all the laws of Draw Poker are followed except as stated.

Poker with the Bug. The pack comprises 53 cards, including the joker, which serves as the *bug*. The bug may count as an ace, or as any card that will make up a straight or a flush. A player may open the pot on jacks or better, or on any bobtail (four-flush or double-ended four-card draw to a straight). In a flush, the bug ranks as the highest-ranking card not already in the player's hand. [For example, if a player holds A K 7 5 and the bug, he has an A K Q flush. Occasionally, players prefer to count the bug always as an ace, so that the foregoing would be a double-ace flush and would beat a flush comprising A K Q 8 7 in another player's hand; but this is not customary practice.] Five aces are the highest-ranking hand, with the exception of a royal flush.

Joker Poker. In old books, the alternative name *Mistigris* is sometimes given to this game. The rules are the same as in Draw Poker, with jacks or better required to open, except that the joker is added to the pack as a fifty-third card and is fully wild—its holder may designate it as any card from the pack he does not actually hold in his other four cards. When a player holds four of a kind and the joker, he may designate the joker as a fifth card of the same rank and indeterminate suit, giving him five of a kind.

Other wild cards. No wild card but the bug, the joker, or deuces is encountered in most serious games; but in many of the hilarious games described on pages 73 *et seq.* the dealer may arbitrarily designate any card, or rank or assortment of cards, as being wild. Wild cards so designated are fully wild, in accordance with the rules given above for the joker and for deuces.

Naturals and wild cards. It is optional to rule that as between two hands that would otherwise tie, the one containing the fewer wild cards is the higher-ranking Poker hand. (This means that in competition for low hand, as in High-low Poker, such a hand would lose; in competition for high, it would win.) The question of naturals *v.* wild cards must be

decided by agreement before the game, unless covered by house rules. In the absence of such agreement or rule, naturals and wild cards count the same.

FREAK DRAW POKER GAMES

Old-fashioned Poker was a game requiring patience and conservatism; everyone got to know what was a poor hand and what was a good hand, and would throw anything away if it did not fit the conventional requirements of a good hand. The effort to enliven the game took the course of creating many wild cards, and giving each player more than five cards to choose from, so that everyone would have what is a "good hand" under conventional standards. There are literally thousands of Poker variants that have been created and are being created daily with this end in view. Many of them are born in "dealer's choice" games, in which each dealer can state the rules of the Poker game that is to be played, what cards are wild, what will be the winning hand, etc. Nomenclature in this field is hopelessly confused because the dealer has the right to name as well as to define his game. Some of the principal variants are defined in the following pages.

SPIT IN THE OCEAN

The game now generally known as Spit in the Ocean is actually a large family of games embracing a common essential feature: Each player combines the cards dealt to him with one or more cards exposed on the table and made part of the hand of every player. This is not new; the old French games of Brehan and Ambigu embraced this principle of play. The names used below are most frequent in literature on the game.

Spit in the Ocean. Four cards are dealt face down to each player, and one card is turned up in the centre. The exposed card and every other card of the same rank are wild. The exposed card forms the fifth card of every active player's hand. There is a betting interval; then each player may discard any number of cards from his hand and draw cards from the dealer to replace them, as in Draw Poker (paragraphs 21 to 23 on page 58, except that a player may discard his entire hand if he wishes); then there is another betting interval and a showdown.

Spit in the Ocean is sometimes played with the centre card part of each player's hand, as described above, but not wild. It is sometimes played with the centre card not wild, but each card of the same rank in a player's hand wild.

Wild Widow. Four cards are dealt to each player, face down, and a fifth card is turned up on the table. All cards of the rank of this exposed card are wild. There is a betting interval, then a fifth card is dealt, face down, to each active player. There is another betting interval, and a showdown. The exposed card in the centre is not counted as part of any player's hand; it merely marks the rank of wild cards. This game is also called Pig in the Poke.

Stormy Weather. The dealer gives each player four cards, one at a time, face down; and after each of the first three rounds of cards, he deals one card face down to the centre of the table, so that there is widow of three cards there. There is a betting interval, beginning with the player at dealer's left and with nothing required to open; then each active player may discard any part of his hand and draw cards to replace it, up to the full four cards; paragraphs 21 to 23 on page 58 apply. After the draw, the dealer turns up one card in the centre of the table, and there is a betting interval; a second card, and another betting interval; the third card, and the final betting interval. Each active player may select one of the three cards in the centre to be his fifth card in the showdown. This same game, without a draw and with the last turned card and others of its rank wild, has been called Procter and Gamble.

Cincinnati. The dealer gives five cards to each player, face down, and an extra hand of five cards in the centre of the table, face down. The cards in the centre are turned up one at a time, with a betting interval following the turn of each card; the active player at dealer's left bets first in each betting interval. After the final betting interval there is a showdown in which each player may select any five cards from among his hand and the five cards in the centre. This game is also called Utah, or Lamebrains.

Lamebrain Pete, or Cincinnati Liz. This is the same game as Cincinnati except that the lowest exposed card and all other cards of the same rank are wild.

Tennessee. This is the same game as Cincinnati except that the five cards to be exposed on the table are not dealt as an extra hand but are turned up, one by one, from the top of the undealt portion of the pack.

Round the World. This is the same game as Cincinnati except that only four cards are dealt face down to each player and only four cards are dealt as a widow to the centre of the table. In the showdown, each player selects his hand from the eight available cards.

Bedsprings. Five cards are dealt face down to each player, and two rows of five cards each to the centre of the table. A card is turned up in the centre and there is a betting interval; then another card in the same row, followed by a betting interval; and so on through that row, after which the cards of the other row are turned up one by one with a betting interval following the turn-up of each. After the tenth card has been turned up in the centre, there is a final betting interval and a showdown in which each active player must select his hand from his five cards plus any two cards in line, one card of each row. Thus each player has seven cards from which to choose the best five.

Twin Beds. This is the same game as Bedsprings except that the cards are turned up one from each row alternately, and in the showdown a player may select his five-card hand from his own hand plus the five cards of either row, giving him ten cards in all to choose from. It is

TWO-CARD POKER

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often played that the last card turned up and all other cards of the same rank are wild.

Southern Cross. Each player receives five cards face down, after which the dealer lays out nine cards in the centre of the table, face down, in a cross of five cards crossed by four cards. These cards are turned up one at a time, with a betting interval following each turn-up. After the final betting interval, each active player may select a five-card Poker hand from his own five cards plus either five-card crossbar of the cards in the centre. Sometimes it is played that the centre card of the cross and all other cards of the same rank are wild.

X Marks the Spot. This is the same as Southern Cross, five cards being dealt face down to each player, except that only five cards are dealt to the centre, in a three-by-two cross; these are turned up one by one, with a betting interval following each. The centre card of the cross, and all other cards of the same rank, are wild. In the showdown, each active player may select his five-card hand from his own hand, plus all five of the cards in the centre.

Criss-Cross. Five cards are dealt to each player, then five cards are laid out in the centre in a three-by-two cross, face down. These cards are turned up one by one, with a betting interval following each turn-up. The centre card is turned up last. It and all other cards of the same rank are wild. Each active player in the showdown may select his five-card Poker hand from his own five cards plus either arm of the cross, eight cards in all.

SHOTGUN

Shotgun is a combination of Draw Poker dealing and five-card Stud Poker betting. Each player receives three cards face down; here the deal is interrupted for a betting interval. Each player then receives another face-down card followed by another betting interval; then a fifth face-down card, and still another betting interval. There is then a draw, and a final betting interval as in Draw Poker.

Double-barrelled Shotgun is a Stud Poker variant and will be covered on page 88.

Mike. All cards are dealt face down. After each player has been dealt two cards, there is a betting interval; then a betting interval after each subsequent round of one card to each active player has been dealt. After the last card has been dealt, there is a final betting interval and a showdown. There is no draw, but it is customary to deal six, seven or eight cards to each player, depending on the rules stated by the dealer, and from these cards he selects any five for his Poker hand in the showdown.

TWO-CARD POKER

Two cards are dealt, face down, to each player; there is a betting interval, after which each active player may discard one or both of his cards and draw cards to replace them, or may stand pat. After the

DRAW POKER

KNOCK POKER

draw there is a final betting interval and then a showdown in which the highest two-card Poker combination wins (two-card flushes and straights not counting). [This game is most often played high-low—see Hurricane, page 92.]

THREE-CARD POKER, or MONTE

Three cards are dealt face-down to each player, and after a betting interval each player may discard one, two, or three cards and draw cards to replace them; or may stand pat. After the draw, there is a final betting interval and a showdown in which the highest three-card Poker combination wins the pot, straights and flushes not counting. (In one variation, the hands rank as follows: Three of a kind, pair, three cards of the same suit in sequence, three-card flush, three cards in sequence of any suit, then a high card.) [This game is most often played high-low—see page 92.]

WHISKEY POKER

Each player receives five cards face down, and an extra hand of five cards is dealt face down in the centre of the table to serve as the widow.

A pool may be formed by equal antes from all players before the deal, the pool going to the highest hand in the showdown; or the lowest hand in the showdown pays for the drinks (which was apparently the original purpose of this game, and the origin of its name).

Eldest hand plays first. He may pass, or knock, or exchange his hand for the widow. If he knocks, it means there will be a showdown when his turn comes next. If he exchanges, he lays his own hand face up on the table. If he passes, the next player in turn has the same privileges.

When any player exchanges his hand for the widow, the player in turn after him may discard one or all five of his cards (but no other number) and select cards from the new widow to replace them. The discarded cards are added to the widow. Once the widow has been taken, each player must either exchange or knock; he may no longer pass without knocking. (*Variant.* A player may pass once, but never twice in succession.)

If no one exchanges on the first round, the dealer turns the original widow face up and play continues. Whenever the play comes around to a player who has knocked, there is a showdown.

KNOCK POKER

Three to five players make the best game. Each antes one chip before the deal. Five cards are dealt to each player, face down, as in Draw Poker; the undealt cards are placed in the centre to form the stock, and the play is as in Rummy. Eldest hand (player at the dealer's left) draws the top card of the stock and discards, and thereafter each player in turn has his choice between the top card of the stock and the top discard. The discard pile should be kept squared up and is not open to inspection.

Any player in turn, after drawing and before discarding, may knock. This means there will be a showdown when his turn comes again. The knocker then discards, and each player has one more turn, in which he may draw as usual; and then must either drop and pay the knocker a chip, or discard and stay in.

When the knocker's turn comes again, he does not draw but there is a showdown among all players who stayed in. If the knocker has the high hand, every player who stayed in pays him two chips. If any other player ties the knocker, they divide the winnings except that the knocker keeps chips paid to him by players who dropped out. If anyone beats the knocker, he gets the antes and the knocker pays two chips to every player who stayed in.

It is customary for bonuses to be paid (by every player, including those who may have dropped) as follows: two chips each for knocking on the first round and winning without drawing a card (in this case, the player who knocks passes his turn to draw to the player at his left); one chip each for knocking before drawing on the first round, then drawing the top card of the stock and winning; four chips each for winning with a royal flush, two chips each for winning with any other straight flush, and one chip each for winning with four of a kind.

Irregularities. On the first round, a hand with six cards may discard without drawing, and a hand with four cards may draw without discarding; thereafter, an irregular hand discovered at any time is foul. If such a hand is discovered before anyone has knocked, the holder pays two chips to the pot; if discovered after a knock but before the showdown, he pays two chips to the knocker; if discovered after the showdown, he pays two chips to the winner of the hand; and in no case can he collect.

If the knocker's hand is foul, he pays as for any losing hand.

If a player draws more than one card from the stock, his hand is foul; the cards he drew go on the top of the discard pile and the next player has his choice of them, as well as his right to draw from the stock if he wishes.

Pointers on play. The knocker accepts one disadvantage, in that every other player will have one more draw than he; but his compensating advantage is that he irrevocably wins the chips of players who drop out—the same advantage that makes Blackjack so profitable a game for the dealer—and has a chance to win the antes, in addition to which he pays no more when he loses than he collects when he wins. For this reason it pays to knock when it is probable that your hand is better than other players' hands are likely to be with one more draw than you have had.

In general, two pairs are enough for knocking on the first round, though in a game of five or more players the fourth and later players should have at least queens up. On the second round, you need three of a kind; and on the third round, a high straight or a flush.

A player who stays in instead of dropping when someone has knocked receives, in effect, three-to-one odds on the extra chip it may cost him to stay; he has a further advantage if there is any possibility at all that

he may win the pot; and he will win, regardless of how weak his own hand is, if some other player can beat the knocker. This does not mean that it pays to stay in blindly, but too much conservatism is losing play.

STRAIGHT POKER

The rules of Draw Poker govern with one exception: There is no draw. Each player receives five cards face down; eldest hand (the player at dealer's left) must make an opening bet, there is a single betting interval, and a showdown.

This game is very widely played as a two-hand game; it is occasionally played by three or four players; and it is almost never played by larger groups. When played, it is usually by serious gamblers for high stakes; almost the only no-limit play still to be found is Straight Poker between two or three players. More than any other form of the game, Straight Poker is a game of bluff and psychology; as shown in Table 6 on page 56, A-K high figures to win against one opponent, and a pair of eights against two opponents, but since these are barely better than even chances it may be assumed when a player bets heavily that he has something even better, and the skill in the game is concerned with figuring out how much better he may be.

OLD POKER GAMES

Poker with the Buck. This, one of the earlier forms of Poker, is listed in many books as Straight Poker, or Bluff. There is a deal of five cards face down to each player, a betting interval and a showdown—no draw. Some token such as a penknife (originally a buckhorn-handled knife, whence the name) is called the buck. The first dealer antes one chip for each player and passes the buck along to the player at his left. That player will ante for the next deal and pass the buck, so that the obligation to ante is always marked by the buck. The winner of each pot deals the next. Betting begins with the player at the dealer's left; a player may pass and come back in if anyone bets. If no one bets, there is another ante by the player who has the buck, and the deal passes to the player at the previous dealer's left.

Originally, the game seems to have been limited to four players and a 20-card pack was used, the A, K, Q, J and 10 of each suit.

As, or As Nas. An ancient Persian game, this may be the ultimate ancestor of Poker. The pack consists of five cards (ace to ten, or the equivalent) in each suit, and as many suits as there are players: For example, four players use a 20-card pack. All the cards are dealt out, face down, five to each player. Each player, after looking at his hand, may make a bet or may drop; once a bet has been made, the betting process of calling, raising, or dropping is the same as in Poker, and in the showdown four of a kind is the highest hand, then three of a kind, then two pairs, then a single pair. There are no straights or flushes; if no one has a pair, then all hands must tie. Poker as originally played in the United States was almost identical to this game.

Gile, Gilet, Gillet or Trionfetti. This may be the most ancient European ancestor of Poker. Four play, and the 32-card Piquet pack is used, ace to seven in each suit. Each player antes equally to each of two pots. Three cards are dealt, face down, to each player. First there is betting and a showdown for the first pot, for which the highest hand is three of a kind (a *tricon*) and the next-highest a pair (a *ge*); if no pair or better is held, this pot is combined with the second, and there is a betting interval and then a showdown for *point*; in this showdown the highest hand is a *flux* or flush, three cards of the same suit; if there is no flush, or as between two flushes, the highest point wins, two aces counting 21, and ace and a face card counting 20½, an ace 11, a face card or ten 10, and other cards their index values; but if any player has two or more cards of the same suit, no player may count the cards of more than one suit in his hand.

Brelan, or Bouillotte. Four usually play, each for himself, with a 20-card pack including ace, king, queen, nine and eight of each suit. Each player is dealt three cards and the next card is turned up and is counted by each player as part of his hand. Rotation, and order of preference, are to the right, beginning with the dealer. The dealer makes a blind bet, which may be straddled by the players in order to his right. After the betting there is a showdown in which four of a kind (*brelan carré*) is the highest hand and *brelan* (three of a kind) is next-highest; the holder of the former receives a bonus of four chips from each player, and the holder of the latter a bonus of one chip from each player (if it is the winning hand). If no one has a *brelan*, the winner is determined by the *point*: All hands are shown, and the suit having the highest point-count in all four hands and the exposed card, counting ace as 11, face cards 10 each, and nine and eight their index values, is the winning suit; the active player having the highest point count in this suit wins the pot. In case of ties the dealer, and after him each player in order of preference to the right, wins. If two suits tie for point, the active player in order of preference may select one of them as the suit that wins. If no active player has a card of the suit that wins, the suit having the next-highest point in all thirteen cards becomes the suit that wins.

Ambigu. This old French game was played by two to seven players, with a 40-card pack—ace to ten in each suit with no face cards, ace ranking low. At the start, each player antes equally to the pool. Two cards are dealt to each player and each in turn may stand pat or may discard one or two cards and draw replacements; and may bet, as in Poker. If no one calls a bet in this interval, the lone bettor withdraws his bet and is paid a penalty equal to a player's ante by the last player who refused to call. If anyone calls the bet, betting proceeds as in Poker and all players who have passed after the bet, or who pass after the call, are out. When this betting interval ends, each active player receives two more cards and each in turn may now discard from his four cards and draw. There is now a betting interval, as in Poker, followed by a showdown. But if no one bets, everyone antes again and there is a new deal.

In the showdown, the hands rank as follows: Four of a kind (*frexon*), high; three of a kind with a fourth card of a different suit; flush; three of a kind with a fourth card of the same suit as one of the three; sequence, or four-card straight; prime, or Dutch flush—four cards of different suits, point, or the highest point count of cards of the same suit in the same hand, each card counting its index value (ace counting 1). The highest-ranking hand wins the pot plus bonuses from all players, active and inactive, of one chip if he won on point; or, if he won with a higher-ranking hand, one extra chip for each combination he holds or can beat. For example, with three of a kind and the fourth card of another suit he would collect six chips, because he has two combinations—three of a kind and prime—and can beat four others, point, prime, sequence, and three of a kind without the prime.

Brag. This is the English representative of the Poker family. The full 52-card pack is used. There are three wild cards, the ace of diamonds, jack of clubs and nine of diamonds, ranking in that order and called *braggers* (in other forms of the game, all jacks and nines are braggers). The dealer alone antes, his ante being a blind opening bet. Three cards are dealt face down to each player, and there is a betting interval as in Poker, each player in turn having the privilege of dropping, calling or raising until the bets are equalized. If no one calls, each other player pays the dealer one chip. After the betting interval, if anyone has called, there is a showdown in which three of a kind and pairs are the only combinations of value, and in which natural cards beat combinations including wild cards. As between combinations including wild cards, and otherwise of equal rank, the one including the highest-ranking wild card wins. [There were several variants of Brag, most of them representing combinations of the basic game with other similar games.]

Commerce. The 52-card pack is used, and the dealer gives each player three cards, one at a time, in each round of dealing turning up one card in the centre of the table to make a three-card widow. The dealer may exchange his hand for the widow; whether or not he does so, each player in turn may then exchange one card for a widow card until someone knocks. When any player knocks, play ends and there is a showdown in which the hands rank: three of a kind, pair, and point (as in *Ambigu*). [In later developments of the game, the highest hands were: three of a kind, then a three-card straight flush, then a three-card flush, then a pair, and finally point.]

Poch or Pochen was a gambling game for three to six players. Equal antes are first distributed to compartments of a layout labelled: ace, king, queen, jack, ten, marriage, sequence, poch. Five cards are dealt to each player, the next card turned for trump, and the holders of the trump ace, king, etc., collect at once from the layout. The only real competition comes with *poch*—the best pair, three of a kind, or four of a kind. There is a betting interval as in Poker. To open or stay, a player has to have at least a pair. After due betting, raising, etc., there is a showdown of all hands still left in, and the best takes the pot together

with the chips on poch in the layout. (When a high trump is missing from the cards dealt, chips on that compartment of the layout stay and are increased by subsequent antes.) The hands are then played out as at Whist (except that a player who cannot follow suit does not play at all to that trick) and the first to get rid of all his cards collects from each other player one chip per card in that player's hand.

Gleek, an ancient English game, was a three-hand game played with a 44-card pack—the 52-card pack with deuces and threes deleted. Each player was dealt twelve cards and the next was turned for trump; dealer collected a payment from each opponent if he turned an ace. The players then bid for the seven undealt cards; the high bidder exchanged seven discards for them, and his payment was divided by the other two players. There was then betting and raising, as in Poker, as to who had *ruff*—the longest suit, with card-values counted to break ties (as in Piquet, to determine point); four aces, however, won *ruff* against any suit. Next there was payment to each player for *mournival*, *gleek*, and *honours*; *mournival* was four of a kind and *gleek* three of a kind, only aces, kings, queens and jacks counting; *honours* was the four highest trumps. Finally the cards were played, as at Whist, and a player winning in tricks more cards than his original twelve collected for each card over twelve so won.

• 3 STUD POKER •

Definitions. The definitions in paragraph 1 on page 53 apply, and in addition:

BOARD. The exposed cards of all active players. A player can "beat the board" when his cards, including his unexposed card or cards, form a higher-ranking Poker combination than any other player has showing.

CINCH HAND. A hand that no other player can beat in the show-down, regardless of unexposed cards.

FOLD. Drop; turn one's cards all face down to signify that one drops.

HOLE CARD. A card dealt face down to a player, in accordance with the rules of the game.

Players. Some varieties of Stud Poker may be played by any number of players from two to fourteen; seven makes the best game.

The pack. A regular 52-card pack is used. [The use of any wild card, such as the joker, is rare in Stud Poker.]

Rank of cards. A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2; A (low) only in the sequence 5 4 3 2 A or in Misere.

Seating. Players take seats at random, unless there are club rules to the contrary.

The shuffle and cut. Any player on demand may shuffle the pack, the dealer having the right to shuffle last.

The dealer offers the shuffled pack to his right-hand opponent, who may cut it or not as he pleases; if he does not cut, each other player in order to the right may cut. Except in the case of an irregularity requiring a new cut, the pack should be cut only once. Each packet into which the pack is cut should contain at least five cards.

If no player wishes to cut, the deal proceeds and the dealer may not shuffle again before dealing.

SEVEN-CARD STUD

There is an enormous range of Stud Poker games, as will be seen from what follows. Most of them originated, and are played, in America.

FIVE-CARD STUD

STUD-POKER

In England the standard game is Seven-card Stud, of which the mechanics are as follows:

1. The game is in form a "pot". Each player, before the deal, makes the appropriate contribution to the pot (say, two chips).

2. The dealer now deals three cards to each player: two of them face downwards; the third face upwards. The *first betting round* begins.

The players look at their unexposed cards (taking care, of course, not to show them to anyone else). Whoever has the highest exposed card will bet (or check) first; if two players have equally high exposed cards, the player nearest to the dealer bets. Betting (or checking) continues till all are satisfied; players who are not prepared to go on, throwing their hands in.

3. The dealer now deals a second exposed card to those players still in the game and there is a *second betting round*. As before, the player who bets first is whoever has the highest combination of two exposed cards (e.g. a pair of twos ranks above A K).

4. A third exposed card is dealt to players still in the game. The *third betting round* follows. Again, whoever has the best combination of three exposed cards bets first.

5. Now each player has three exposed and two unexposed cards. Each in turn throws one of his cards and receives another from the dealer. If he throws an exposed card, he receives another exposed card in exchange. If he throws an unexposed card, another card is dealt to him face downwards. The *fourth betting round* follows.

6. If there are still two or more players in the game (if there are not, the one player left will have collected the kitty and all chips staked), the procedure just described is repeated. Now comes the *fifth and final betting round*. If a player is "seen" by one or more of the others, all turn up their unexposed cards, and the best hand wins.

Bets. It will be inferred from the above that Stud Poker can be a very expensive game. For this reason, it may be agreed that during the first four betting rounds, no player may bet more than one chip, which cannot be raised by more than one chip at a time or beyond four chips altogether. Even with this limitation, there may be a total stake of twenty chips put up by each player still in the game before the final betting round, where there is no limitation. Novices at Stud Poker are well advised to play for low stakes and to exercise considerable caution.

MISERE STUDS

This game is played on exactly the same lines as above, except that the worst hand wins, and each betting round is initiated by the player whose exposed card or cards rank lowest.

FIVE-CARD STUD

This is the game more generally played in the States. It is similar in principle to Seven-card Stud, but the mechanics are as follows:

(a) One round of unexposed cards is dealt; then one of exposed cards; followed by the first betting round.

(b) Three more rounds of exposed cards are dealt, with another round of betting after each. There are thus four rounds of betting altogether.

Limitations on betting during each round except the last may be imposed as in Seven-card Stud.

The betting. The betting rules on pages 63 to 65 apply, and in addition:

1. In each betting interval the player with the highest exposed combination has the privilege of betting first. In the first betting interval, this player must bet at least the minimum established for the game. In any subsequent betting interval, this player may check.

2. If in any betting interval every active player checks, the betting interval ends. Another round of cards is dealt, or there is a showdown, as the case may be. If in any betting interval any player bets, each active player in turn after him must at least call the highest previous bet or drop.

3. At the start of each betting interval the dealer must announce which player bets first, naming the combination which gives him the high exposed holding at that point (for example, "pair of eights bets" or "first ace bets"). The dealer should also announce, after the third and fourth face-up cards are dealt, any player's combination that, when combined with his hole card, may make a flush, a straight, a four-flush or a one-card draw to a flush or straight (announced by saying "possible flush" or "possible straight").

4. *Optional law.* In the final betting interval, a player may not check or call unless his full hand, including his hole card, will beat the exposed cards of the highest combination showing. Such player may, however, bet or raise.. [This rule is designed to protect players against making pointless calls; at the same time, it eliminates some bluffing opportunities. Like other optional rules, it should not apply unless there has been prior agreement among the players in the game that it will.]

The showdown. At the end of the final betting interval each active player turns up his hole card and the highest-ranking Poker hand wins the pot.

Irregularities. Paragraphs 21 to 28 of the rules of betting on pages 64-65 apply and in addition:

1. *Irregularities in dealing.* At any time before the dealer begins dealing the second round of cards, a player who has not looked at a card dealt face down to him may call for a new shuffle, cut and deal if it is ascertained that:

- (a) the pack was not shuffled or cut;
- (b) a card was exposed in cutting, or the cut left fewer than five cards in either packet;
- (c) two or more cards are faced in the pack;

(d) the pack is incorrect or imperfect in any way; but paragraph 17 on page 67 applies;

(e) a player is dealing out of turn.

2. When there is a redeal, the same dealer deals again unless he was dealing out of turn, in which case the deal reverts to the proper player in turn. If only the out-of-turn dealer has anted, his ante remains in the pot and the in-turn dealer antes also.

3. If the dealer deals too many hands, he shall determine which hand is dead, and that hand is discarded; but a player who has looked at the hole card of any hand must keep that hand.

If the dealer deals too few hands, he must give his own hand to the first omitted player to his left. Any other player who has been omitted and who has anted may withdraw his ante.

4. If the dealer gives a player two face-down cards instead of one on the first round of dealing, he omits that player on the second round of dealing and (unless the rules of the game require two hole cards, as in Seven-card Stud) he turns up one of the cards. The player who received the two cards may not look at them and then turn up one of them. If the dealer gives a player more than two cards on the first round of dealing, that player may require a redeal if he does so before the second round of dealing has begun; if the error is not noted until later, his hand is dead.

5. If in dealing any round of face-up cards the dealer omits a player, he moves back the cards dealt later, so as to give each player the face-up card he would have had if no irregularity had occurred; except that if attention is not called to the irregularity before the first bet is made in the ensuing betting interval, the hand of the player who was omitted is dead.

6. *Exposed card.* If the dealer gives any player a hole card face up, the player must keep that card and instead receive his next card face down. The player has no redress, except to receive his next card down, unless the dealer repeatedly fails to correct the error until the player has four cards; at which point, if the dealer has never given him a face-down card, the player may if he wishes drop out, withdrawing from the pot all chips he has put in. If the player instead stays for his fifth card, and receives it also face up, he may withdraw his chips from the pot and the dealer must supply to the pot that number of chips; but if the player instead remains in the pot by checking or calling any bet, there is no penalty on the dealer.

7. A card found faced in the pack during any round of dealing must be dealt to the player to whom it falls. A card at the top of the pack exposed during a betting interval, either because it is faced in the pack or because it is prematurely dealt, is discarded. In dealing the next round of face-up cards, the dealer skips the player to whom such card would have fallen, and deals in rotation, ending with the last player who would have received the exposed card if it had not been exposed. In each subsequent rounds of cards, on demand of any player the dealer must begin the rotation with the player who would otherwise have received the top card.

STUD POKER

FREAK STUD GAMES



[For example: A, B, C and D are active players. Each has three cards, one face down and two face up. Thinking the second betting interval has ended, the dealer gives a face-up card to A and a face-up card to B; then attention is called to the fact that the betting interval has not ended. The cards given to A and B are dead, and are placed face-up at the bottom of the pack or are put among the discards. The betting interval ends, all four players staying in. The dealer gives face-up cards successively to C, D, A, and B. During this betting interval, C

drops. After this betting interval, on demand of D, the top card of the pack is dealt to D, the next card to A and the next card to B. However, if no player had demanded this the dealer would have begun the final round by dealing first to A.]

8. *Impossible call.* If the player last to speak in the final betting interval calls a bet when his five cards, regardless of his hole card, cannot possibly beat the four showing cards of the player whose bet he calls, his call is void and the chips may be retracted provided any player calls attention to his error before the hole card of any other active player is shown.

9. If the dealer errs in calling the value of a hand or in designating the high hand, no player has any redress; but if the first bet is made by the player incorrectly designated by the dealer, it is not a bet out of turn.

10. The dealer does not have the option of dealing a player's first card up and his second card down intentionally. A player may not turn up his hole card and receive his next card face down; if he turns up his hole card, he must play throughout with all his cards exposed.

NOTE: All these rules (1-10 above) may be varied or superseded by agreement; or differently-framed club rules may apply.

DOWN THE RIVER

This game is also called Seven-Toed Pete, Peek Poker, and by other names.

Each player receives two cards face down (but dealt one at a time) and then one card face up. The first betting interval comes at this point. Three more rounds of face-up cards are then dealt, with a betting interval after each, and a final round of face-down cards, with a final betting interval. Thus each player has four cards face up and three cards face down. In the showdown, a player selects any five of these cards as his hand.

FREAK FIVE-CARD STUD GAMES

Joker Stud. This is regular Stud Poker played with a 53-card pack, with the joker as a wild card or with the joker as the bug. The game with the joker wild has the drawback that if the joker is dealt face up, the betting usually stops abruptly and the player who got the joker gets

the pot. This is not true when the joker is used as the bug, and this is not a bad game.

Fourflush Beats a Pair. This is occasionally referred to as New York Stud. In the showdown, a fourflush beats a single pair but loses to two pairs or any higher hand. In the final betting interval, a player with a fourflush showing bets first as compared to a player with any single pair showing.

Betting variants. To encourage players to stay in on the first round, some play that if no one calls the first bet, everyone antes the amount of that bet for the next deal, and the limit for the next deal is doubled, except in a pot-limit game. Others play that if no one calls the first bet, everyone must pay the amount of the minimum bet to the high card; this, of course, encourages the player who is high to make more than the minimum first bet, since otherwise at least one player—the one last to speak—could play against him for no more than it would cost to drop.

Baseball. (This is most often played in Down the River.) Five-card Stud is played with all nines wild; any three in the hole is wild; any player who is dealt a three face up must either drop or pay to the pot as many chips as are already in the pot, and in the latter case his facing three is wild; and any player who is dealt a four face up is immediately given an additional face-up card by the dealer. In the showdown a player with more than five cards selects any five to be his hand.

Take It or Leave It, or Shove 'em Along. After the hole cards have been dealt, the dealer deals the first face-up card and pauses; the player may either accept or reject this card. If he rejects it, he shoves it along to the second player and the dealer replaces it (he must keep the replacement). The player to whom the card is shoved may either accept or reject it, as did the first player. If no one accepts a card before it comes back to the first refuser, it is dead. When a player accepts a card, the dealer gives a face-up card to the next player in turn and the same process is repeated. Each time every player has the same number of face-up cards, there is a betting interval. [As some play, every time a player rejects a card he must pay a chip to the pot.]

Butcher Boy. All cards are dealt face up, one at a time. When a card of the same rank as a previously dealt card shows up, it is transferred to the player who was previously dealt that rank, giving him a pair. There is then a betting interval and the deal is resumed with a face-up card to the player from whom the card was transferred (or, if he has dropped, to the next active player in turn). The deal continues in this way, with a betting interval after the transfer of each card, and the pot goes to the first player to get four of a kind. (This game may be played only by very liberal bettors, since theoretically no one should stay against a better hand and when the first card is transferred everyone else should drop.)

Four of a Kind. This is less a Poker game than a drinking bout. After the pack is shuffled and cut, the dealer turns up the top card. He then

STUD POKER

MEXICAN STUD

deals one card face up to each player in rotation, dealing continuously; when the first card of same rank as the first exposed card is dealt, the player to whom it is dealt orders a drink (any drink); when the second card of that rank shows up, the person to whom it is dealt pays for the drink; and when the third and last card of that rank shows up the person to whom it is dealt drinks the drink. The cards are then shuffled and cut for a new deal by the next player in rotation. Every player antes before each deal, and the entire pot goes to the last player on his feet.

Beat Your Neighbour. Each player is dealt five cards face down, but no one looks at any of his cards. The first player in turn turns up a card and there is a betting interval. At the end of this betting interval, the player at his left turns up his cards one by one until he has a higher-ranking Poker combination than the first player, at which point there is another betting interval. Play continues in this way until the last active player has gone through the process of turning up his cards. If any player turns up all five of his cards without beating his right-hand neighbour, he is out of the pot and the player at his left begins to turn up cards. When the turn comes back to any player, if he is still in the pot, he may turn up additional cards in an effort to beat his right-hand neighbour. The highest hand or Poker combination showing at the end wins the pot.

DOUBLE-BARRELLED SHOTGUN

This game is also called Texas Tech. It begins like Shotgun (page 75); after each player has been dealt three cards face down, the deal is interrupted for a betting interval; one more face-down card is dealt to each active player, with another betting interval; and one more face-down card is dealt to each active player, after which each player may discard and draw as in Draw Poker. After the draw, each player turns up one card—any card he chooses—and there is a betting interval; then each successively turns up a second, a third, and a fourth card, with a betting interval after each, so that the hands at the end are as in Five-card Stud, with four cards up and one hole card.

PISTOL STUD

Regular Five-card Stud is played, except that there is a betting interval after the hole cards are dealt, and another after each round of face-up cards is dealt, making five betting intervals in all.

MEXICAN STUD

Flip, Peep-and-Turn are other names for this game.

The betting is as in regular Five-card Stud except that all cards are dealt face down. After receiving his first two cards, and then after receiving each other card dealt to him, each player turns up a card—either of his two hole cards that he chooses.

Rickey de Laet is the same game except that every player's hole card, and every other card of the same rank in his hand, is wild.

Shifting Sands is the same as Mexican Stud except that the first card that a player turns up, and every other card of the same rank in his hand at the showdown, is wild.

FREAK SEVEN-CARD STUD GAMES

Seven-Card Flip. The first deal is four face-down cards to each player (one at a time), after which each player may turn up any two of his cards after examining them all. After this the game is the same as Seven-card Stud from the second betting interval on.

Kankakee. A joker is used, but is not shuffled in with the pack. It is placed in the centre of the table, is fully wild, and is common to all hands. Seven-card Stud is played, except that after each player has been dealt his two original hole cards there is the first betting interval, the wild joker representing the first face-up card for each player and the player at dealer's left being the first bettor. Three more face-up cards and one final face-down card are then dealt to each active player, with a betting interval after each.

Baseball. Seven-card Stud is played with all nines and threes wild, except that when a three is dealt face up the player must either put up the size of the pot or drop. When a four is dealt face up, the dealer gives that player an additional hole card immediately.

Football. This is the same as Baseball except that all sixes and fours are wild, a four dealt face up requires the player to match the pot or drop, and a deuce dealt face up entitles the player to a free hole card, dealt immediately.

Heinz. Seven-card Stud is played with fives and sevens wild, but a player being dealt one of these cards face up must match the pot or drop.

Woolworth. This is a Seven-card Stud with fives and tens wild, but a player dealt a five face up must pay five chips to the pot, or drop, and a player dealt a ten face up must pay ten chips to the pot, or drop.

Innumerable other wild-card variations are played, including (listed by George Coffin in *Fortune Poker*): **Dr. Pepper:** Seven-card Stud, with all tens, fours and deuces wild; **Four Forty-Four:** Eight-card Stud with four cards face down and one up, with a betting interval, then three more face-up cards, with a betting interval after each, and all fours wild. In **Four Forty-Two**, deuces are wild. In **Three Forty-Five**, three face-down cards are dealt and one up, then a betting interval, then three more face up with a betting interval after each, then an eighth card face down and a final betting interval. All fives are wild.

LOW HOLE CARD WILD

In this form of Seven-card Stud, the lowest-ranking of a player's three hole cards, and every other card of like rank in that player's hand,

STUD POKER

EIGHT-CARD STUD

is wild. This, with the exception of Seven-card High-Low Stud (page 92), is probably the most popular form of Seven-card Stud. The appeal of the game lies partly in its uncertainty; having paired the lower of his first two hole cards, a player has a winning hand subject only to the danger that he will be dealt a still lower card for his seventh card (and third hole card), nullifying the value of the low cards previously dealt him.

SIX-CARD STUD

This is the same as Five-card Stud except that after the fourth face-up card is dealt, and the betting interval that follows it, a sixth card is dealt face down to each player and there is a final betting interval. In the showdown, each player may select five of his six cards to be his hand.

EIGHT-CARD STUD

There are many variations in the dealing of this game, the feature common to all being that each player ends with four cards face down and four cards face up. Two cards may be dealt face down and four face up, then two more face down, with a betting interval after each of the face-up cards and after each of the last two face-down cards; or three cards may be dealt face down and one face up, followed by the first betting interval, with three more face-up cards and one more face-down card and a betting interval after each; or the first four face down, a betting interval, and then four face up with a betting interval after each. In any case, each player in the showdown selects five of his eight cards.

♣ LOW AND HIGH-LOW POKER ♠

HIGH-LOW POKER

IN High-Low Poker, the rules are precisely the same as in standard Draw or Stud Poker except that nothing is ever required to open; a player may always draw (in Draw Poker) as many cards as he wishes, even his entire hand; and in the showdown the highest and lowest hands split the pot, with any indivisible chip going to the high hand.

The definition of the lowest hand became confused in the years in which many freakish variants of High-Low or Low Poker were devised. Strictly, the lowest hand is that hand which would not, in a regular (High) Draw Poker game, win from any other hand in the showdown, according to the ranking in paragraph 16 on page 56. The lowest possible hand, therefore, is 7 5 4 3 2 in two or more suits.

Developments along these lines have been innumerable. They include:

Low Poker with the Ace Low. In many High-Low games, the ace ranks as the high card in determining the high hand, but as the low card in determining the low hand, so that the lowest possible hand is 6 4 3 2 A of two or more suits. This principle is carried all the way, so that if there is no hand lower than one pair, a pair of aces is the lowest possible pair and will win the low half of the pot against two deuces.

Low Poker with the Bug. When High-Low Poker is played with the bug, in the low end of the game the bug is simply another ace; a player may count the bug as part of a straight or flush in trying for high, but need not do so in trying for low. Many play that the bug is not only an additional ace but is an extra low card ranking between deuce and ace; for example, 5 3 2 A Bug is "double ace low", not a pair of aces; and in contention for the low hand of the pot it beats 6 4 3 2 A. Similarly, 6 4 3 A Bug would beat 6 4 3 2 A; 6 4 3 2 A and 6 4 3 2 Bug would tie.

Freak high-low games. There is almost no variant of Poker that cannot be played high-low, but there are many variants—especially in Seven-card Stud—that are more often played high-low than otherwise. Among these are Double-Barrelled Shotgun; Take It or Leave It (called, in the high-low variant, Hilo-Picalo); and Baseball and the games related to it, in which there are many wild cards and certain penalty cards.

High-Low Five-Card Stud. Regular Five-card Stud is played, with each player entitled, before the last card is dealt, to turn up his hole card and receive one card face down. Another variant is for the last round to be dealt always face down, whereupon each player may turn up either of his hole cards, shuffling the cards on the table if he wishes but not removing them.

Two-Card High-Low Poker, or Hurricane. In this game, two cards are dealt to each player, one at a time, face down; deuces are wild, and ace is either high or low. The highest possible hand is a pair of aces and the lowest possible hand is double-ace low, which may be either two aces, ace-deuce, or two deuces. Straights and flushes do not count. Usually the game is played with declarations (page 93) so that the same player may compete for both high and low. Sometimes there is a draw, in which after the first betting interval each player may discard and draw one or two cards, after which there is a final betting interval and a showdown with or without declarations.

Three-Card Poker, or Monte. This is a three-card form of Hurricane (see above); three of a kind are high. When straight flushes and flushes count towards high, a straight flush beats three of a kind but a flush loses to three of a kind, beating a single pair. In the competition for low, straight flushes and flushes do not count, so that a player with 3-2-A of the same suit has a three-high hand.

HIGH-LOW SEVEN-CARD STUD

Regular Seven-card Stud is played, and in the showdown each player selects any five of his cards to be his high hand, and any five to be his low hand. The high and low hands split the pot, and a player may win both ways and take the entire pot. The game is usually played with no wild card and with the ace counting high only, so that the lowest possible hand is 7-5-4-3-2. Sometimes it is played with declarations (page 93).

Division of side money. When Seven-card High-Low Stud is played with table stakes (as it usually is), complications arise in the division of side pots. The rules governing the division of side money are as follows (based on the book *Oswald Jacoby on Poker*):

(a) No one without the highest or lowest hand in the showdown can share in a side pot. There is no separate comparison among players in the side pot.

(b) If a player without an interest in a side pot wins both high and low, all the active players in each side pot divide that side pot equally. If a player without an interest in a side pot wins one way, and a player in a side pot wins the other way, the latter receives that entire side pot. The main pot, of course, is always split between the high and low hands.

Suppose A and B are in the side pot, C and D are not. C wins both high and low; A and B split the side pot regardless of their hands (other players who may have been in that side pot, but have dropped, have relinquished their rights). Suppose A wins high, C wins low; A wins the entire side pot.

LOWBALL

HIGH-LOW POKER

(c) Suppose A and B are in the side pot, C is not. A wins high, B and C tie for low. A wins two-thirds of the side pot, B wins one-third.

(d) Suppose A is in the side pot, B and C are not. C wins high, A and B tie for low. A wins half the side pot and the rest of the side pot is withdrawn by the players.

DECLARATIONS

When High-Low Poker is played with declarations, each active player must declare, before the showdown, whether he is trying for high, for low, or for both (which is possible when each hand is selected from more than five cards, or when there are several wild cards which players may designate in one way for high and in another way for low).

There are two principal methods of declaring:

Hidden declarations. Each player conceals in his hand a white chip if he is trying for low, a red chip if he is trying for high, and one of each if he is trying for both.

Contract Poker. Each player in turn, beginning with the last player who bet or raised, must openly declare high, low, or double (both).

Division of the pot. Whichever method is used, a player must win the way he declared or he has no share in the winnings. If a player declares both high and low, and wins high but not low, he loses.

In the showdown, each hand is compared only with the hands of other players who declare the same way. If there are four players, A, B and C declare for high and D declares for low, D automatically wins half the pot; the highest hand among A, B and C wins the other half, even though it may happen that D actually had the highest hand.

If all players declare the same way, the winning hand receives the entire pot.

If no one wins the way he declares, all the active players divide the pot equally. For example, A and B each declare both ways, C declares for high only, D declares for low only. A has the high hand, B the low hand; neither can win because neither won both ways. C cannot win because there was a higher hand, D cannot win because there was a lower hand. The players take one-fourth of the pot each.

LOWBALL

Lowball is Five-card Draw Poker in which the entire pot goes to the lowest hand. The game is often played with the 53-card pack, including the bug, but seldom with any other wild card. Ace ranks low, and straights and flushes do not count; ace and bug in the same hand count as a pair of aces, not as double-ace low. The lowest possible hand, 5-4-3-2-A (whether in one or more suits), is called the bicycle, or wheel. Lowball is almost always played with a low fixed limit, which is twice as much after the draw as before.

California Lowball. The following rules are typical of those followed for Lowball games in the Poker clubs of California, where this game is most popular.

Only the dealer and the one or two players to his left ante; the total of their antes is the limit before the draw. [For example, if the limit before the draw is 2 chips, dealer antes 1 and the player at his left antes 1. If the limit is 3, dealer and the two players at his left ante 1 each. However, no more than three players ante; if the limit were 5, dealer would ante 1 and the other two players 2 each.] The limit after the draw is twice the limit before the draw.

The first turn to open is the player at the left of the last ante. The game is "pass and out" before the draw. The antes all count towards meeting the bets of other players.

After the draw it is permissible to check but a player who checks may not thereafter raise, but may only call. [In some clubs, a player who checks a seven-high or better loses all interest in additions to the pot; that is, if he calls a bet and loses, he loses everything; if he calls a bet and wins, the bettor withdraws his bet and the winner gets only the pot as it was when he checked.]

Five cards constitute a hand. More or less, hand is dead.

Card off table is dead.

Card faced in pack is dead.

If seven or under is faced by dealer before draw, player must accept it; eight or over, he may accept or reject it and receive another card (off the top of the pack, before the dealing to other players is resumed).

Card faced by dealer after draw is dead and player receives additional card after other players receive theirs. If dealer faces his own card he must take it.

Player must take number of cards he calls for. If he says "Give me two—no, I mean three" he still gets two. If it fouls his hand, hand is dead.

Draw up to five cards.

All players must keep cards at table level in sight. Hand held below table level is dead.

When players call for cards dealer "burns" (discards) top card face down and then fills players' requirements.

All called hands must be shown. Full five cards spread.

A hand thrown away cannot be retrieved if any card touches any other card or cards.

Player is responsible for his own hand. If fouled by another player, hand is dead.

If player makes insufficient bet he must add additional chips or forfeit that already bet. Money once in pot may not be removed.

No string bets. Player cannot go back to his stack in order to raise unless he has announced "Raise" clearly.

No husband and wife at same table.

All hands must be played out. No splitting pots unless an actual tie.

JACKS BACK

Regular Jack Pots Draw Poker is played, but if no one opens the right to open goes around the table again for a Lowball (or similar) pot. The principal games played on this second round are:

Low Poker. Often this is not pure Lowball, for flushes and straights count and the lowest possible hand (ace being low) is 6-4-3-2-A; but some prefer to play Lowball as it is described in the preceding section.

Tens High. There is no minimum requirement for opening, and no difference from regular Draw Poker except that any hand containing jacks or better is foul in the showdown.

Best flush. Only "flushes" count in the showdown. If there is no true flush, the best fourflush wins; if there is no fourflush, the best three-card flush wins; and even two cards of the same suit have been known to win a pot, where no one had three cards in one suit. Cards of other suits do not count except for breaking ties between flushes.

In any Jacks Back game, the cards are thrown in and the deal passes if no one opens on the second round.

Hi-lo, or Kings Back. Draw Poker is played, the same as Jack Pots except that kings or better are required to open the first time around; the second time around, if no one opened the first time, Lowball is played, pass and out, and if no one opens this time the dealer takes the ante.

BETTING VARIANTS IN POKER

Cold hands. Each player contributes to a pot, five cards are dealt to each player, face up, and the best hand showing takes the pot (there is no draw). Cold hands are often played to dispose of a few odd chips at the end of a session, and in such cases the players do not necessarily contribute equally to the pot.

Freezeout. Each player must drop out of the game when he loses his stack, until the last remaining player has won the complete stacks of all others. It is not necessary for everyone to begin with the same number of chips, but a player having fewer than others is at a disadvantage.

Pots to be won twice. Any Poker game is played; all bets go into the pot and remain there until any player has won two different hands, whereupon that player gets the entire pot. A player who has won once should have and display some sort of marker so that everyone can tell who has a leg on the pot.

Side bets; high spade. A side bet in Poker does not depend on who has the best Poker hand; such bets go in the pot. The most frequent side bet is on "high spade". (In fact, there are some variants of Poker in which the player with the best Poker hand and the player with the high spade divide the pot.) House rules frequently prohibit side bets.

Limit on raises. It is customary to limit the number of raises in each betting interval (for example, to three); or to limit the number of times any one player may raise in any betting interval (for example, twice, or three times); except that no such limit is customary when two players only remain in the final betting interval.

POKER PENALTIES PAID IN CHIPS

Adoption of the following penalties is optional, but they are the best cure for careless repetition of irregularities. They are summarized from "The Laws of Poker" in the book *Fortune Poker* by George S. Coffin.

Pass out of turn. 2 chips prior to the last betting interval, 5 chips on last betting interval.

Examining another player's discards. 3 chips. This includes examining the hand of the winner of a pot when he has not been called and has thrown in his hand without showing it.

Failure to show hand after calling the final bet. 10 chips.

Causing dealer to expose a card (by touching the card while it is being dealt). 2 chips.

Mixing pack and discards. 5 chips, if the offence necessitates reshuffling before the deal can continue.

Failure by dealer to announce number of cards drawn. 2 chips.

Prematurely exposing one's own cards. No penalty for first or accidental offence; 2 chips each for repeated or intentional offence.

Failure to turn down cards, when dropping. 2 chips.

Dealer's failure to give player a hole card. If a player receives all five cards face up, in Stud Poker, through the dealer's neglect to deal him a card down on demand, that player may withdraw his chips from the pot and drop out, and the dealer must supply that number of chips, up to a limit of 20 chips.

3 POINTERS ON POKER PLAY 5

IN any form of Poker there are "three Ps", like the three Rs of school days, that control strategy: Percentage, Position, Players.

Percentages. The first principle, subject to very few exceptions, is: Don't play unless you think you have every other player beaten.

Reference to the tables of percentages (pages 110-111) will furnish a guide to the relative infrequency of the various Poker hands, and so the probability that any such hand will be the best hand dealt. These tables will also show that the best hand before the draw (in Draw Poker) or the best holding in the first cards dealt (in Stud Poker) stands to win, and that an inferior hand playing against the best hand will lose in the long run.

The advisability of staying in to draw to an inferior holding is often stated as follows: You count (roughly) the number of chips in the pot and compare it with the number of chips it will cost you to play; these are the odds you are offered by the pot. If these odds are greater than the odds against your drawing the winning hand, you play; if they are less, you drop.

For example: There are 10 chips in the pot. It will cost you 2 to play. The odds you are offered are 10 to 2, that is, 5 to 1. You hold (Draw Poker) a four-flush; if you draw one card to it, the odds are 38 to 9, which is slightly more than 4 to 1, that you will not fill. The odds offered by the pot are greater; therefore you should play—if there were assurance that your flush, if you filled it, would win the pot. There is the further factor, at times, that after you decide to stay some other player will raise and the odds offered by the pot will go down. So the percentages are modified by your position (which determines the danger that the pot will be raised after you); and by your appraisal of the other players and what they hold (by which you will judge the chances that a flush will be good enough to win the pot).

Position. The player who is last to bet invariably has an advantage. Skilful play consists largely in watching for opportunities to make your decision as late as possible; and dropping in all doubtful cases when other players will make their decisions after you.

At the start, the dealer in Draw Poker has the best seat; the player at his left has the worst and is said to be "under the guns".

The opener of a pot coincidentally accepts the worst position after

the draw. For this reason it is best not to open a pot if it is probable that another player will do so.

A player should make no bet, raise, or call without considering how many players still have a chance to act, and what they may do. In general, do not play on a hand that is barely good enough, when someone after you may raise.

Bluffing. There are two purposes to bluffing: (1) To create constant doubt in the minds of opponents, so they cannot be sure you have a good hand when you bet and will call the bets you make legitimately on strong hands; (2) to win the pot because the bluff succeeds and all other players drop.

Bluffing pays dividends even when you show no profit therefrom, because it accomplishes purpose (1); but if in the long run you lose more than a very small amount by your bluffs, it is better not to bluff at all.

The primary question to ask yourself before making any bluff is: Is this precisely the way I would play the strong hand I pretend to have, if I really had it? If the answer is No, you will lose.

The amount of a bluffing bet is important. Too small a bet will seldom have the desired effect. A very large bet is too risky; if the player being bluffed happens to have made a big hand, you will be called and the loss will be all out of proportion to the possible gain. For example: There are 30 chips in the pot; you are playing table stakes and both you and the opponents have ample chips. You bet 100 chips. This is too much to risk to win 30 chips (the best you can do, for if you are called, you lose). Both Jacoby and Coffin, in their books on Poker, advise betting the size of the pot; in this case, 30 chips. This is a normal bet and should not in itself arouse suspicion; and if you have at least an even chance, in your estimation, of winning by your bluff, you have made a reasonable bet because you stand to win as much as you stand to lose.

Even when you have built up your bluffs skilfully, and choose your victims carefully, you will lose many of your bluffs—enough to get yourself the “advertising” that brings you calls on your good hands. If you can win half your bluffs, or nearly so, it is winning practice. If you lose substantially more than half your bluffs, quit bluffing.

When a player bluffs and wins, he should never show his hand, no matter how strong his impulse to gloat. There will be plenty of time to show his bluffing hands when he loses.

POINTERS ON DRAW POKER

Opening. Whether or not to open depends on several factors: How large the pot is, in proportion to the amount required to open; how conservative or free the other players are; how good the chance is—depending both on the habits of the other players, and on how many players are yet to speak—that the pot will be opened if you do not open. As previously stated, it is always better not to open if you are fairly sure someone else will, because the opener accepts the worst position after the draw.

In a four- or five-handed game, it is wise to open whenever you have jacks or better. Passing a better hand because it is composed of low cards is strictly a gamble for a killing, and the wisdom of this depends on your style of play.

With a very good hand—a pat high flush or full house, or three aces—the biggest profits often come from opening in any position, so as to re-raise if another player raises; but if you do not customarily open in first or second positions, to do so only on good hands is a dead giveaway and probably no one will raise, bet against you, or call, so it is best to maintain your style of play and sandbag even with such a hand.

Two low pairs are the most dangerous hand for opening in an early position. Unless someone raises, it is likely that several others will play; and if someone raises, you are beaten. If several others play, the odds are that one of them will improve, ending with two pairs; and the chance of your improving your two low pairs is only about 1 in 12. It is usually best to pass this hand, in a seven-hand game, except in the last three positions; and to throw it away if someone else opens and two or three others have played before your turn comes again.

Staying in. The average winning hand in a six- to eight-hand Draw Poker game, with nothing wild, is jacks up or queens up—that is, two pairs that are slightly better than average. Unless the odds offered by the pot are better than the odds against your having at least this good a hand coming out, you should not play.

It is almost never worth while staying in on a single pair less than kings, and then only when there is virtual assurance that no one will raise before the draw. (Consult Table 6 on page 110 and you will see how slight is the chance of winning on a single pair that is not the highest. When jacks or better are required to open, you have not an even chance of being the highest hand going in unless you have at least kings.)

Two low pairs are not worth playing against more than two opponents, and then only where there is no danger that someone after you will raise. (The danger of a raise exists even from players who passed originally, unless you know them to be chronic openers.) Paradoxically, two low pairs are more often worth a raise than a call, as will be explained below under *Raising*.

Drawing. Table 8 on page 111 shows the chance of improving any given hand to which you may draw. Mathematically it is best to draw three cards to a pair and two cards to three of a kind. Special circumstances may render a different draw advisable, however.

An ace or king kicker should be kept whenever playing against one or two opponents, one of whom can be placed with two pairs. Usually this occurs only when you are last to draw and the opponent or opponents have drawn one card each. It is about as good to keep a king as an ace, though keeping a king is quite unusual in practice.

Calling. Calling is a losing game, in general.

When a one-card draw bets, and another one-card draw calls, triplets are seldom worth much. When a one-card draw bets and a one-card

draw raises, triplets are worth nothing, and neither is a low straight. A low flush is doubtful. The only sound call is a high flush or full house, and the only sound raise is jacks full or better. (The foregoing applies to pat hands as well as to one-card draws.)

Every call is subject to scrutiny of players yet to speak, and whether or not they may have you beaten (regardless of what you may think of your chance to beat the player who bet). An example: A draws three, B three, C and D one each. All check to D, who bets. A raises. B holds three kings. If B thinks D is bluffing, he should call; he can probably beat A, and he disregards C, who would not have checked a strong hand with only one player, and a doubtful one, to speak after him. If C had filled any straight or flush he would have had to bet, as it is from 12 to 30 to 1 (depending on the strength of C's pat hand) that he had D beaten. A player in A's position, in such a case, will often win this pot because he can read D's bluff and B is not keen enough to know when he has A, and not D, to contend with.

But another example: A opens and draws one, B three, C one, D one. A and B check; C bets, D raises, A calls. B has three kings; they are worthless and he must throw them away. If A is a good player, he has a low full; if he is a poor player, B still cannot put a large number of chips in the pot when C, behind him, may have a re-raise.

Raising. The usual effect of a raise before the draw is to drive out players who might otherwise have stayed; therefore do not raise before the draw unless this is your purpose. (The exception is when you are in a late position and everyone who is likely to come in has already done so.)

With more than two players still to be heard from, or unless at least three players are already in, do not raise if your hand is so strong that it will probably win, without improvement, even if one or more players should improve.

With two pairs, a hand that will usually win from one or two opponents but lose if three or more play, the hand next to the opener may profit by raising. In the same position, with a straight or a high three of a kind, it is wiser simply to stay in and let others come in.

Nevertheless, an immediate raise on less than queens up (in a low-limit game, tens or nines up) is a losing game for the average player. A raise when three players are already in should not be made with less than aces up and it is safer to have three of a kind.

The opener (or a player behind him who did not raise) should not re-raise without three jacks or better. Against one opponent, the opener is unwise to re-raise on any three of a kind; for a pat hand will beat him, and any weaker hand will probably not call after the draw. The opener can better simply call, draw one card to his three of a kind, and wait to raise after the draw if the opponent does not stand pat.

If the opener re-raises, the player who raised originally should have an ace-high flush to raise again, which will be the third raise; and the fourth raise—that is, a second raise by the opener or a further raise by any other

player—should not be made with less than a full house. Not even a third raise should be made without a high full house if it is against a player who drew one card, who probably would not have stayed in to draw to a straight or a flush, and who bets out or raises a bet.

A raise "on the come"—that is, on a hand that is worthless unless it fills, such as a one-card draw to a straight flush—is almost always bad. It cuts the odds offered by the pot, for seldom will all the other players meet the raise. Against one player it is a losing game because with even the most favourable draw the odds are two to one or more against filling, while the raise cannot get better than even money from a single opponent.

Draw Poker with the bug. Introduction of the bug (joker) as a fifth ace and as a wild card in straights and flushes increases the number of good hands. Consequently it requires slightly more to bet, raise, or call.

It is seldom wise to stay in (when someone else has opened) with less than aces, or to raise, when next to the opener, with less than queens up. With a low straight, it is usually as good or better to raise immediately, and take a chance on driving other players out, as to try to suck them in by just playing. Nevertheless, three aces will usually win a pot, and consequently a straight, a better hand, is dependable enough to permit a sandbagging policy if you prefer it.

A straight or flush including the bug is far more desirable than a natural straight or flush, because it reduces the danger of having a pat hand against you.

With the bug, an ace, and a face card of the same suit as the ace, a two-card draw is better than three cards to the bug-ace; but if the face card is of a different suit, it is better to discard it and draw three.

Having the bug with three cards of a suit, your chance of filling the flush is only slightly greater than when there is no bug in the pack (10 chances in 48 as against 9 in 47). It is seldom wise to play this hand when you would not play a four-flush in regular Draw Poker.

Draw Poker with the joker. When the joker is included as a fully wild card, it dominates the whole strategy of the game. The average winning hand goes up to three of a kind. The joker is almost always worth a play (unless the hand contains no pair or ace and the pot has been raised). The joker and a pair, or the joker and three cards in suit or sequence, or in near-sequence (as Joker-8-7-5), is worth a raise; for to the ten or more cards that will turn such a hand into a straight or flush, as the case may be, must be added nine cards that will give you three of a kind—a good enough hand to win most pots, when you and not another player holds the joker.

Open on anything. The fact that no minimum hand, such as jacks, is required to open a pot does not affect the probabilities of the deal. If a hand is not good enough to win a pot in a jacks-or-better game, it will not, except by accident, be good enough in a blind-opening game.

The one difference, in a blind-opening game, is that players who pass cannot come back in, so the danger of being sandbagged is removed. Therefore the dealer, after all others (except the blind and one straddler) have passed, has a good bet on a pair of tens; the hand figures to beat two opponents. The blind, after all but the straddler are out, has a good bet on any pair. See the table on page 110. (Even weaker hands than these—a pair of eights and an ace-king high, respectively—have a slightly better-than-even chance of winning.)

Deuces wild. The average hand after the draw is three of a kind; three aces will win about 50 per cent of the pots.

The basic requirement for staying in, in most cases, is to hold at least one deuce. A two-pair hand should be thrown away, and any single pair without a deuce (except aces, in the rare case in which they may be played against one opponent only) should be dropped, as should any other single pair.

As between a draw of two cards to two aces and a deuce, and a one-card draw to a possible straight flush, it is better to draw to the aces; the odds are against hitting the straight flush, and if you miss entirely you still have a fair hand with three aces; you have nothing if you draw to the straight flush and miss. But with a low pair, a deuce, and a straight-flush draw, it is better to draw to the straight flush.

Aces to open. The average hand to open is two pairs, tens or jacks up; the most usual opening hand, however, is a pair of aces. It is unwise to raise before the draw on less than queens up, or to play on less than two low pairs or a pair of aces; and if you play two low pairs and the opener draws one card, you should usually drop if you do not improve.

Four-flush, or any bobtail, to open. Despite the fact that the rules make it permissible, it is not wise to open on such hands. The exception is any one-card draw to a straight flush, even if it is open only at one end or in the middle.

Blind opening. Since a player cannot check and come back later in this game, you always know the number of active players still to speak after you. The blind and each straddler must be considered in the light of players who have not yet spoken, since they had to make their bets without knowledge of their cards. The hands on which you have a sufficiently better than even chance of being high before the draw are as follows:

Against six active opponents, aces; against four or five, kings; against two or three, tens; against one (for example, if you are the blind and all except the one straddler have dropped), any pair.

The strength required for raising and re-raising is the same as in any other Draw Poker game having the same number of players.

The principal privilege offered by the game is that of straddling, because it improves the player's position; and unless it would drive the stakes entirely out of reason, a player should straddle when he can.

Introduction of cats and dogs means that, in an average game, someone will end with a pat hand about one time in three pots. Bobtail

straights in the middle ranges—such as 9 8 7 6—should seldom be played; there are too many additional hands that will beat them. A four-flush is a good draw whenever it would be in any other Draw Poker game. The best draws to straights are those that also offer chances of making cats and dogs; for example, K Q 10 9, which will make a dog with an ace, a straight with a jack, or a cat with eight. Twelve out of forty-seven cards will fill this hand, so the odds against it are about three to one and it should be played whenever the pot offers substantially better than those odds.

POINTERS ON STUD POKER

Staying in. The “book” requirement for staying in a Stud Poker pot is that you should be able to beat any showing combination; and perhaps this is the ideal desideratum. From the practical standpoint, however, if any appreciable number of players followed this rule there would be no game of Stud Poker.

The average “conservative” player requires to play: a pair back to back; an ace in the hole; a king in the hole with the upcard no lower than eight; a queen or jack in the hole with the upcard no lower than ten.

The “beat the board” applies invariably in only one case (and this is one of the few cases in the realm of games in which it is possible to use the word “invariably”): Do not stay in against a pair showing unless you have a higher pair.

Seven-card Stud. Thought to be a loose game, in which luck should play a bigger part than in Five-card Stud, and therefore to enliven the game and lure the average player in, this actually is a game in which the exercise of skill can pay greater dividends than in the five-card game.

The average winning hand is an average three of a kind—eights or higher—unless the play is very wild and loose, in which case a medium-sized straight or flush is the average winning hand. The fact that the game is a free one, so that more players draw cards and the average winning hand goes up, does not in any way affect the advisability of conservative play. While the majority of pots will go to liberal players who stayed on possibilities and luckily filled, the conservative player will still win far more because he will not have a large number of losing pots to drain away his winnings.

To stay in on the first round you should have: A pair; three cards in sequence; three cards of the same suit; or two cards as high or higher than the highest card showing.

To stay in on any subsequent round—that is, when each player has received four or more cards—you should have either a better hand than any that can be seen or inferred, or a chance to draw a hand that will almost surely beat the hand of any other player, provided the odds against your drawing such hand are less than the odds offered by the pot.

DRAWING



Draw one—do not split two pairs unless you know an opponent has two higher pairs.



Draw one—split openers only to draw to a straight flush.

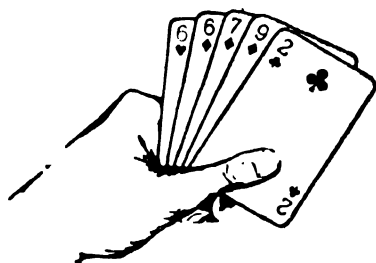


Draw one—but do not split openers to draw to a straight or flush.

DEUCES WILD



Deuces wild—draw two to the A-A-2 unless there have been several raises, in which case draw one to a royal flush.

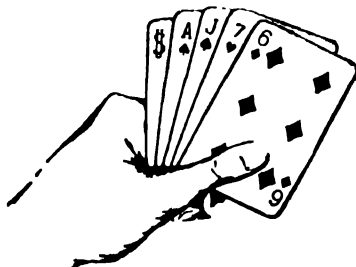


Deuces wild—discard the six of hearts and draw one card to the straight flush, flush or straight possibility.

POKER WITH THE BUG

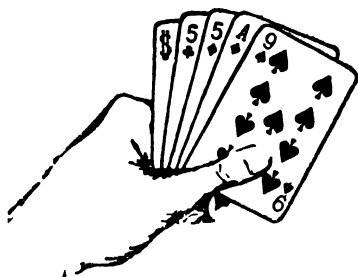


The joker is the bug—draw three cards to bug and ace.

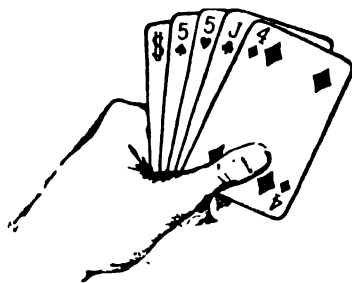


The joker is the bug—draw two cards to bug, ace, jack.

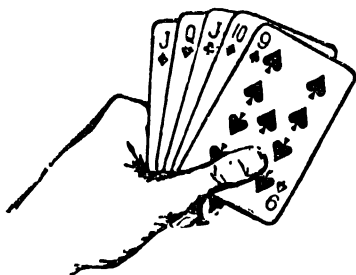
POKER WITH THE BUG



The joker is the bug—usually draw one to the two pair.



The joker is the bug—usually draw two to the bug and pair.



Having opened, draw three. If another player opened, draw one.



Having opened, draw one. (In Blind Opening, against one opponent, draw three.)

OPENING



Open; the chance of a higher pair is reduced by the A-K holding.



Pass, unless dealer or next to dealer; someone else should open.

POINTERS ON LOW AND HIGH-LOW POKER

High-Low. In regular five-card high-low games, playing for high and playing for low are treated as independent problems. With a hand good enough to compete for high, you generally follow the principles stated earlier in this book, remembering that you are competing for only half the pot and that the odds you are offered on a poor draw are only half what they usually are, while the winning high hand will be about the same as in regular Draw or Stud Poker.

The best draw, of course, is a combination like 6-5-4-3, or 5-4-3-2, that can make either a straight or a nearly sure win for low.

In a seven-hand game, the average winning low hand is nine-high. Such a hand, pat, is worth a raise. It must be remembered one may lose heavily on a "cinch" hand in high-low Draw Poker, since someone may tie the hand and it will receive only one-fourth the pot, perhaps after having put in nearly one-third. Whereas there are only four perfect high hands (royal flushes), there are 1,020 perfect low hands.

Four cards, eight high, are worth drawing to.

The skill in the game consists largely in knowing when a hand you started out playing for high will actually turn out to be the low hand. Flushes and full houses have been known to win "low".

In high-low games with declarations, it is worth declaring for both high and low when you have better than a 50 per cent chance of winning both ways; though it is distasteful for players to risk, say, a 90 per cent chance to win high on a 60 per cent chance to win low. Nevertheless it is profitable in the long run to do so.

High-Low Seven-Card Stud. The essential principle of this game is to play for low, not for high. High cards, and even a high pair, in the first three cards should be thrown away. Three of a kind should be played. The best three-card combinations are three low cards of the same suit or a possible straight. Such holdings offer possibilities of winning both ways. To play a combination that can win only one way risks total loss for half gain. A straight for high and eight for low has a better-than-even chance to win both ways and a far greater chance to win at least one way.

Lowball. Although a nine- or ten-high will win more than half the pots, such a hand is not worth opening on in an early position unless it offers also a good one-card draw to a seven-high or lower in case there are several raises. For example, 9-6-3-2-A, or even 10-7-3-2-A, which can be broken for a one-card draw; not 9-8-3-2-A, which cannot come out better than eight high even with a fortunate one-card draw. In no form of Poker is position more important than in Lowball. In late position, when no one has raised, even a "rough" (relatively poor) ten-high pat hand is worth staying in; in last position, when no one has raised, a pat nine-high is worth a raise.

With a one-card draw to an eight, the odds are two to one against getting an eight-high hand, even money on having no worse than a ten.

With a one-card draw to a seven, the odds are three to one against getting a seven-high hand, two to one against an eight-high hand or better, even money on having no worse than ten.

While worse hands often win, about the lowest sound raise after the draw is 7-5 high.

A nine or a "smooth" ten should be played pat against one or two opponents who draw one each, but should usually (not always) be broken for a good one-card draw against a pat hand.

MISCELLANEOUS FREAK GAMES

Spit in the Ocean. The minimums for playing are, generally, a wild card in the hand; or a pair of aces; or any three of a kind; or a draw to a straight flush. The requirements in the many variants depend on the number of cards from which one may choose his hand, and the number of wild cards; in most of them, four of a kind is about as low a hand as you can hope to win on, and in some of them a high straight flush is doubtful, five of a kind being the only safe bet. A few minutes' observation will usually be necessary.

Pots to be won twice. The player who wins the first pot has about a two-thirds chance of being the eventual winner; the player who wins the second pot has almost as good a chance. Having won a pot, play boldly, raise freely, and take chances on draws that would be unwise in a regular game. Not having won a pot, be very conservative; your chance of winning the final pot is very poor and chips you put in, except when you have a strong chance of winning, are probably contributions to another player.

POKER PROBABILITIES

Tables of Poker probabilities serve the player in a general way only; they will hurt as much as they help if blind dependence is placed upon them. An opponent's play of his hand is a much better clue to its value than a table that says he is unlikely to have as good a hand as he represents.

Most of the following tables are expressed in percentages. Some readers more easily grasp the concept of "odds", expressed as "2 to 1", etc. Such odds are merely a way of expressing a fraction: If you have a $\frac{1}{3}$ chance of winning, by subtracting the numerator 1 from the denominator 3 you find there is one chance for you, two chances against you, in other words odds of 2 to 1 against you; if you have a $\frac{2}{3}$ chance, you find in the same manner that the odds are 2 to 1 in your favour. Percentages are merely fractions of which the denominator is always 100. If you read in a table that your chance is .40, it means $\frac{40}{100}$; subtract 40 from 100 and you find that the odds are 60 to 40 against you, or 3 to 2.

Tables 6, 7, 9 and 10 are not exact (nor are similar tables in other books); the method by which they were calculated is not strictly correct. The correct method would entail so much time and effort that it has never been attempted, especially since the calculations given here and in other Poker books are close enough to serve all practical purposes.

TABLE 1

Possible Poker Hands in a 52-Card Pack

HAND	NUMBER	FREQUENCY
Straight flush	40	1 in 64,974
Four of a kind	624	1 in 4,165
Full house	3,744	1 in 694
Flush	5,108	1 in 509
Straight	10,200	1 in 255
Three of a kind	54,912	1 in 47
Two pairs	123,552	1 in 21
One pair	1,098,240	1 in 2½
No pair		
Ace high	502,860	
King high	335,580	
Queen high	213,180	
Jack high	127,500	
Ten high	70,380	
Nine high	34,680	
Eight high	14,280	
Seven high	4,080	
	<hr/>	
	1,302,540	1 in 2
	<hr/>	
	2,598,960	

Comment: The "average hand" is A-K high. These are the chances of being dealt such a hand in the first five cards.

TABLE 2

Possible Poker Hands in a 53-Card Pack Including the Joker Used as the "Bug"

HAND	NUMBER	FREQUENCY
Five of a kind	1	1 in 2,869,685
Straight flush	204	1 in 14,067
Four of a kind	828	1 in 3,466
Full house	4,368	1 in 657
Flush	7,804	1 in 368
Straight	20,532	1 in 140
Three of a kind	63,480	1 in 45
Two pair	138,600	1 in 21
One pair	1,154,560	1 in 2½
No pair	1,479,308	1 in 2
	<hr/>	
Total hands possible	2,869,685	

Comment: While inclusion of the bug greatly increases the number of straights and flushes, and makes aces up, three aces, aces full and four aces more frequent than when nothing is wild, so does the bug make it less likely that anyone will hold a pair or better. With the 52-card pack, about 50 per cent of all hands are a pair or better; with the bug added, only 48 per cent have a pair or better.

TABLE 3

Possible Poker Hands in a 53-Card Pack Including the Joker as a Wild Card

Five of a kind	13
Straight flush	204
Four of a kind	3,120
Full house	6,552
Flush	7,804
Straight	20,532
Three of a kind	137,280
Two pair	123,552
One pair	1,268,088
Less than one pair	1,302,540
Total	2,869,685

Comment: Note that three of a kind occur more frequently than two pair, and that the "average hand" is a low pair. Even against a single opponent it is unwise to bet less than sevens.

TABLE 4

Possible Poker Hands in a 52-Card Pack with Deuces Wild

	NUMBER OF DEUCES					TOTAL
	NONE	ONE	TWO	THREE	FOUR	
Five of a kind		48	288	288	48	672
Royal flush	4	80	240	160	—	484
Straight flush	32	576	2,232	1,232	—	4,072
Four of a kind	528	8,448	19,008	2,832	—	30,816
Full house	3,168	9,504	—	—	—	12,672
Flush	3,132	7,264	2,808	—	—	13,204
Straight	9,180	37,232	19,824	—	—	66,236
Three of a kind	42,240	253,440	59,376	—	—	355,056
Two pairs	95,040	—	—	—	—	95,040
One pair	760,320	461,728	—	—	—	1,222,048
No pair	798,660	—	—	—	—	798,660
Total	1,712,304	778,320	103,776	4,512	48	2,598,960

Comment: Note the greatly increased frequency of four of a kind; flushes and full houses should not be bet so strongly as in other games.

TABLE 5

Possible Poker Hands in a Stripped Pack of 40 Cards (deuces, threes and fours removed)

Straight flush	28
Four of a kind	360
Full house	2,160
Flush	980
Straight	7,140
Three of a kind	23,040
Two pairs	51,840
One pair	322,560
Less than one pair	249,900
Total	658,008

Comment: Although a full house still beats a flush, it occurs more frequently, and the flush should not be bet so strongly as with a full pack.

TABLE 6

Chance of Being High in the First Five Cards (Draw or Stud) with the 52-Card Pack, Nothing Wild

				NUMBER OF OPPONENTS						
YOUR HAND				1	2	3	4	5	6	7
Three of a kind97	.94	.92	.89	.87	.84	.82
Two pair93	.86	.80	.74	.68	.63	.59
Pair of aces89	.79	.70	.62	.55	.49	.43
kings88	.78	.69	.61	.54	.48	.42
queens83	.68	.6	.46	.38	.32	.26
jacks79	.63	.50	.40	.32	.25	.20
tens76	.58	.44				
nines73	.53	.39				
eights70	.49					
sevens66	.43					
sixes63	.40					
fives60	.36					
fours57	.32					
threes53	.28					
twos50	.25					

Comment: The theoretical "break-even" point is 50 per cent against one opponent, $33\frac{1}{3}$ per cent against two, 25 per cent against three, 20 per cent against four, etc.; and having any greater probability of winning, you should show a net profit in the long run. But this applies only in showdown, where there is no betting. Where players have the option of dropping, the pots you win will not return profits in direct proportion to the number of players.

Original holdings of a straight or higher have so nearly 100 per cent chance of being high that the figures are not given.

TABLE 7

Draw Poker—Chance That an Opponent Improved
(Each Player Drew Three Cards)

HAND	CHANCE THAT IT WAS DRAWN BY ANY ONE OF					
	1 OPP.	2 OPP'S.	3 OPP'S.	4 OPP'S.	5 OPP'S.	6 OPP'S.
Two pairs16	.30	.41	.50	.58	.64
Three of a kind12	.24	.34	.43	.52	.59
Full house01	.03	.04	.05	.07	.08
Four of a kind003	.01	.01	.015	.02	.025
Chance of any improvement by any opponent	.29	.50	.65	.76	.83	.88

TABLE 8

Draw Poker—Chance of Improving in the Draw

Three cards to a pair—odds against making

Two pairs	5½ to 1
Three of a kind	8 to 1
Full house	97 to 1
Four of a kind	359 to 1
Aces up or better	6 to 1
Any improvement	2½ to 1

Two cards to a pair and ace kicker—odds against making

Aces up	7½ to 1
Any two pairs	5 to 1
Three of a kind	12 to 1
Full house	119 to 1
Four of a kind	1,080 to 1
Aces up or better	4 to 1
Any improvement	3 to 1

Two cards to three of a kind—odds against making

Full house	15½ to 1
Four of a kind	22½ to 1
Any improvement	9 to 1

One card to three of a kind (with any fourth card)—odds against making

Full house	15 to 1
Four of a kind	46 to 1
Any improvement	11 to 1

One card to two pairs—odds against making a full house, 11 to 1

One card to a fourflush—odds against making flush 38 to 9 (4 to 1)

One card to a possible straight—

HOLDING	ODDS AGAINST
Four-card sequence, K Q J 10 to 5 4 3 2 ..	39 to 8 (5 to 1)
Inside straight (9 8 6 5, 8 7 6 4, etc.) ..	11 to 1
A K Q J or 4 3 2 A ..	11 to 1

One card to a double-end straight flush (as ♦ 10 9 8 7)—odds against making

Straight flush	22½ to 1
Another flush	5 to 1
Another straight	6½ to 1
Any improvement	2 to 1

One card to a single-chance straight flush (as ♦ A K Q J or ♦ J 9 8 7)—odds against making

Straight flush	46 to 1
Another flush	5 to 1
Another straight	14 to 1
Any improvement	3 to 1

Two cards to a three-card sequence in same suit (as ♦ 10 9 8)—odds against making

Straight or flush	11 to 1
Two pairs or better	7½ to 1

Four cards to an ace—odds against making

Pair of aces	3 to 1
Two pair (or better)	11 to 1
Aces up	14 to 1

TABLE 9

Stud Poker—Chance of Having the High Hole Card

				NUMBER OF OPPONENTS							
YOUR HOLE CARD				1	2	3	4	5	6	7	8
Ace94	.89	.83	.79	.74	.70	.66	.62
King86	.74	.63	.55	.47	.40	.35	.30
Queen78	.61	.48	.37	.29	.23	.18	.14
Jack70	.49	.34	.24	.17	.12	.08	.05

POKER: ETIQUETTE AND ETHICS

In no other card game do these two factors—Etiquette and Ethics—count for so much as in Poker. A moment's reflection will show why this must be so. Not only is it a game which tends to be played for relatively high stakes, and a game which depends, not on the cards one holds, but on the cards *which one purports to hold*; it is a game in which a lapse on the part of one player may seriously prejudice the chances of others.

For example, you are second to speak in a Jack Pot. The player who is first to speak opens; you double the bet on four cards to a flush. One other player, as well as the opener, comes in. The opener, who has (say) three aces, doubles. Before you can speak, the third player throws his hand in. This thoughtless play seriously prejudices the chance you would have had of winning the pot by doubling again, having failed to make your flush.

Hence, in any serious game, one should think about other players as well as about oneself, and conform strictly to the rules in betting and playing. There is a second issue which is of vital importance in club play: this is the question of "sportsmanship". Strictly speaking, this should not be an issue at all: the object of the game is to win chips and it should be regarded as perfectly proper to win as many chips as one can by strict observance of the rules. But, unfortunately, play in clubs demands some consideration of the prevailing "climate of opinion". There are clubs in which it is regarded as perfectly proper to pass if one is first to speak in a Misere Pot, and, having looked at one's hand, finds that one has a "pat" royal misere. One takes the chance that the hand will not be passed out; and, if the pot is opened (as it is almost certain to be) one then doubles and makes a killing. But, in other clubs, such play is so much resented that it is not worth while to try to flout prevailing conceptions of "sportsmanship". They are quite illogical; but, if they command a sufficient measure of support, one is well advised to conform to them.

The Ethics of Poker demand even stricter standards of observance. In friendly games, often played in a hilarious spirit, almost any degree of badinage or near-cheating may be permissible. One can make comments which give a completely false impression of one's hand. (This is often called "Bluffing by word of mouth".) But in club play one is best-advised to say nothing at all. A player will resent a comment which may not deceive him but which may deceive someone else. Even such comments as "I must double" or "Is it worth drawing two cards?" may carry an implication which may influence some second player, perhaps to the prejudice of a third. And a false inference conveyed by hesitation in drawing equally stands open to condemnation. In one London club a player in a Misere Pot passed to begin with; put up his chips for a double; and then hesitated unduly before saying "No cards" when it came to the draw. He held a pat 6-high hand; won a large pot; and was asked to resign. He was judged to have deliberately created the impression that his winning hand was a poor one.

•♣ CONTRACT BRIDGE ♠•

CONTRACT BRIDGE, its international success, its hold on the imaginations of millions who treat it more as a hobby and as a science than as a pastime, and its widespread use as a medium of intellectual competition, is one of the outstanding sociological phenomena of the twentieth century. In 1912 it was estimated that more than forty million people in all countries play Contract Bridge. Thousands of them travel continental distances at their own expense to compete for higher ranking among Bridge players. In the fashionable world, knowledge of at least the mechanics of Contract Bridge is deemed a social necessity, and proficiency at the game is a social asset. This condition has stemmed by gradual growth in the English-speaking world over hundreds of years and a long line of related card games known as "The Whist Family".

History. England was apparently the incubation point of the game in which an entire pack of cards is dealt equally among four players; one suit is designated as trump; the object of the game is to win tricks, and two play as partners against the other two, the partners being seated alternately. The earliest such game dates prior to 1529 (the first known reference); the names of games in this family run from Triumph through Trump, Slamm, Ruff and Honours, Whisk, Whist (the eponym), Bridge-Whist, Auction Bridge, Contract Bridge. Whist was so well known to Englishmen in the seventeenth century that Charles Cotton, in *The Compleat Gamester*, did not bother to describe its mechanics. The international spread of the game, however, was occasioned by the tremendous success of Edmond Hoyle's *Short Treatise on Whist*, published at the end of 1742; this book gave the word Hoyle as a common noun to the English language, was translated into all Western tongues, and made of Whist a hobby game among millions. Whist eventually developed a literature of several hundred volumes, and the American Whist League in 1793 had 9,000 members who met in annual congresses that hundreds attended. The hold of the game on serious players in England was little less. Gambling variants of Whist (Boston, Cayenne) flourished. But in the meantime (1883) there had appeared a booklet describing a game, Biritch or Russian Whist, a combination of dummy Whist and the Russian game of Vint; and though this booklet made little stir on its appearance, it inspired a game that spread through the fashionable Riviera resorts and eventually emerged as Bridge, described in this book as Bridge-Whist. Once

Bridge was introduced to the London clubs, Whist almost immediately ceased to exist except as a tournament game. Gradual development of Bridge produced Auction Bridge, perhaps the best game of the family; then Contract Bridge, differing only in the scoring (and therefore in its strategy) from Auction Bridge, as the result of experiments in new scoring methods that had begun in 1915. Plafond, a game on the same principle, was played in France as early as 1918. Harold S. Vanderbilt of New York, who among other Auction Bridge experts had experimented with the new game, worked out a scoring table (1915) that embraced the features of vulnerability and inflated bonuses for bidding and making slams. This scoring table, in its essentials, proved to have the necessary appeal to the millions of Auction Bridge players. In 1917, after one book (by Florence Irwin) had appeared on Contract Bridge, Ely Culbertson of New York set out to publicize this game by methods that are acknowledged to have borne the symptoms of genius. Culbertson succeeded in making Contract Bridge into an international fad and bringing his own name into international prominence. From its beginning in 1917, the literature of Contract Bridge had grown by 1919 to 6,500 volumes, 1,200 of which were published in one year (1912).

Alone among card games, Contract Bridge is governed by an international code of laws, prepared and promulgated by the National Laws Commission (of the American Contract Bridge League) in the Western Hemisphere, by the Portland Club and the British Bridge League in the British Empire, and by the European Bridge League in the countries of its respective members. This code of laws, which describes the mechanics of the game as well as the treatment of irregularities, follows.

LAWS OF CONTRACT BRIDGE

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THE SCOPE OF THE LAWS

The Laws are designed to define correct procedure and to provide an adequate remedy in all cases where a player accidentally, carelessly or inadvertently disturbs the proper course of the game, or gains an unintentional but nevertheless unfair advantage. An offending player should be ready to pay a prescribed penalty graciously.

The Laws are not designed to prevent dishonourable practices and there are no penalties to cover intentional violations. In the absence of penalty, moral obligations are strongest. Ostracism is the ultimate remedy for intentional offences.

The object of the Properties is twofold: to familiarize players with the customs and etiquette of the game, generally accepted over a long period of years; and to enlighten those who might otherwise fail to appreciate when or how they are improperly conveying information to their partners—often a far more reprehensible offence than a violation of a law.

When these principles are appreciated, arguments are avoided and the pleasure which the game offers is materially enhanced.

PART I—DEFINITIONS**THE PLAYERS—**

PARTNER—The player with whom one plays as a **SIDE** against the other two. He occupies the opposite seat at the table.

OPPONENT—A player of the other side.

DECLARER—The player who for his side first bid the denomination named in the contract.

DUMMY—Declarer's partner.

CONTRACTOR—Declarer or dummy.

DEFENDER—An opponent of declarer.

HONOUR—Any Ace, King, Queen, Jack or ten.

HAND—The cards originally dealt to a player or the remaining portion thereof.

ROTATION—The order of progression applying in the game, which is from player to player clockwise.

DENOMINATION—The suit or no trump named in a bid.

ODD TRICK—A trick won by declarer in excess of six.

CALL—A comprehensive term applicable to a bid, a double, a redouble or a pass.

BID—An offer to contract to win at least a specified number of odd tricks in a specified denomination.

PASS—A call signifying that a player does not, on that occasion, elect to bid, double or redouble.

PLAY—To contribute a card to a trick, including the first card which is the **LEAD**.

TRUMP—Each card of the suit, if any, named in the contract.

FOLLOW SUIT—To play a card of the suit led.

REVOKE—To play a card of another suit when able to follow suit.

OVERTRICK—A trick won by declarer in excess of his contract.

UNDERTRICK—A trick by which declarer falls short of his contract.

SLAMS: **Grand Slam**—the winning of thirteen tricks by one side; **Little Slam**—the winning of twelve tricks by one side.

VULNERABLE—Having won a game towards rubber.

The meaning of the following terms is clarified in the laws: **Pack**, section 1; **Deal**, section 8; **Contract**, section 22-b; **Sufficient Bid**, **Insufficient Bid**, section 23; **Double** and **Redouble**, sections 24 and 25; **Trick**, section 47; **Penalty Card**, sections 67, 68 and 69; **Game**, section 94; **Rubber**, section 95.

**PART II—THE DRAW, THE SHUFFLE,
THE CUT, THE DEAL**

The pack—rank of cards and suits. 1. Contract Bridge is played by four players with a pack of 52 cards, comprising 13 cards in each of 4 suits. The suits rank downwards in the order—**Spades** (♠), **Hearts** (♥), **Diamonds** (♦), **Clubs** (♣). The cards of each suit rank downwards in the order—**Ace**, **King**, **Queen**, **Jack**, 10, 9, 8, 7, 6, 5, 4, 3, 2. When practicable, two packs with distinguishable backs are used.

The draw.* 2. Before every rubber, each player draws a card from a shuffled pack spread face downwards on the table. A drawn card should not be exposed until all players have drawn. If a player exposes more than one card, or draws one of the four cards at either end of the pack, or draws a card from the other pack, he must draw again. In drawing, equal cards rank according to suit.

Partnerships. 3. The two players who draw the highest cards play as partners against the other two. The player with the highest card deals first and has the right to choose his seat and the pack with which he will deal. He may consult his partner but, having announced his decision, must abide by it. His partner sits opposite him. Thereafter, the opponents may, after consultation, determine their respective occupancy of the two remaining seats.

The shuffle. 4. The pack for each deal is prepared by the player on the left of its dealer, if practicable while the other pack is being dealt. Preparing a pack consists of collecting the cards, shuffling them, and placing the shuffled pack face downwards on the left of the next dealer. The cards should be shuffled thoroughly and in full view of all players, but without exposing the face of any card.

5. A properly prepared pack should not be disturbed until its dealer picks it up for his deal, at which time he is entitled to the final shuffle. No player may shuffle a pack other than its dealer and the player on his left.

The cut. 6. A pack must always be cut immediately before it is dealt. The dealer presents it to the player on his right, who lifts off a portion and places it on the table towards the dealer beside the bottom portion. Each portion must contain at least four cards. The dealer completes the cut by placing the bottom portion uppermost.

New shuffle—new cut. 7. Before the first card is dealt, any player may demand a new shuffle or a new cut. There must be a new shuffle and cut if a card is faced in cutting, or if there is a redeal. When there is a new shuffle, only the dealer may shuffle.

The deal. 8. The dealer must deal the cards face downwards, one at a time in rotation into four separate hands of 13 cards each, the first card to the player on his left and the last card to himself. If he deals two cards simultaneously or consecutively to the same player, he may rectify the error, provided he does so promptly and to the satisfaction of his opponents.

9. The dealer must not allow the face of any card to be seen while he is dealing. Until the deal is completed, no player may look at the face of any card, and no one but the dealer may touch any card except to correct or preclude an irregularity.

Changing the dealer. 10. The turn to deal passes in rotation unless there is a redeal, in which case the same dealer redeals.

* If more than four persons desire to play, it is customary to follow the rules for Club Procedure (page 131) to determine which of them shall have the right to play.

Changing the pack. 11. The packs should be used alternately unless there is a redeal. The pack originally belonging to a side must be restored if reclaimed, but a deal may not be stopped to restore a pack. A pack containing a distinguishable damaged card must be replaced.

PART III—GENERAL LAWS COVERING IRREGULARITIES

Redeal. 12. There must be a redeal:

(a) If, before the last card is dealt, a redeal is demanded because a player is dealing out of turn or with an uncut pack.

(b) If it is ascertained before the last card is dealt that the cards have not been dealt correctly, or that a card is faced in the pack elsewhere.

(c) If it is ascertained before the first call is duly made that a player has picked up another player's hand and seen a card in it.

(d) If it is ascertained before the cards have been mixed together that one player has picked up too many cards, another too few; or that the pack, when the deal began, did not conform in every respect to the requirements of section 1.

(e) If the players have allowed their hands to be mixed together before finding a missing card, or in the belief that a redeal is in order.

There may not be a redeal except as provided above.

Missing card. 13. A missing card, when found, is deemed to belong to the deficient hand.

When clause (d) or (e) of section 12 applies, there must be a redeal.

When neither clause applies, the deal stands, and, if the missing card was found in a trick, the defective trick law (section 80 or 81) applies. The missing card may become a penalty card under section 26 or 67, or failure to have played it may constitute a revoke. It must be placed in the deficient hand unless it becomes a penalty card or is found in a trick that stands as played.

Surplus card. 14. If a player has too many cards, there must be a redeal unless he has omitted to play to a trick, in which case the defective trick law (section 80 or 81) applies.

Drawing attention to an irregularity. 15. When an irregularity is committed, any player (except dummy if he has looked at another player's hand) may draw attention to it and give or obtain information as to the law covering it. The fact that the offending side draws attention to its own irregularity does not in any way affect the rights of the opponents.

Enforcement of a penalty. 16. Either opponent individually (but not dummy) may select or enforce a penalty. If the opponents consult as to penalty selection or enforcement, or if either opponent waives the penalty; the right to penalize is cancelled, but the rectification provisions (if any) of the applicable section still apply.

17. After attention has been called to an irregularity, no player may

call or play until all questions in regard to rectification and penalty enforcement have been determined.

18. The penalty provisions of the laws apply only after agreement on the fact that an irregularity has been committed, and after specific statement of the penalty to be applied.

19. All questions as to what course to follow must be settled by the players before the game continues. A penalty once paid or other action once taken stands, even though at some later time it is discovered to have been incorrect.

Improper remarks and gestures. 20. If by a remark or unmistakable gesture a player other than declarer: discloses his intentions or desires, or the nature of an unfaced hand, or the presence or absence of a card in an unfaced hand; or improperly suggests a lead, play, or line of play; or improperly directs attention to the cards on a trick to which his partner has yet to play:

(a) If the offence occurred before the auction closed (penalty) either opponent may require the offending side to pass whenever it is its turn to call; and if the offending side become defenders, declarer may require or forbid the opening lead of a specified suit.

(b) If the offence occurred after the auction closed (penalty) declarer or either defender, as the case may be, may require the offender's partner to withdraw any lead or play which may have been suggested by the improper remark or gesture, and to substitute a card which does not conform to the improper suggestion. This penalty may be exacted on any trick subsequent to the offence but only on one such trick. The offender's partner may not be required to withdraw his card from a trick to which an opponent has played after him. Before this penalty may be enforced, a majority of the players must agree as to what lead, play or line of play has been improperly suggested.

PART IV — THE AUCTION

Duration of auction. 21. The auction begins when the last card of a correct deal has been placed on the table. The dealer makes the first call, and thereafter each player calls in rotation. After the first call has been made, the auction continues until three players have passed in rotation. This closes the auction.

Procedure after auction is closed. 22. After the auction is closed:

(a) If no player has bid, the hands are abandoned and the turn to deal passes in rotation.

(b) If any player has bid, the last bid becomes the contract and the play begins.

Bids. 23. Each bid must name a number of odd tricks, from one to seven, and a denomination, and must supersede any previous bid by naming either a greater number of odd tricks or the same number in a higher denomination. A bid that supersedes the previous bid is sufficient; one that does not is insufficient. The denominations rank downwards in order: No Trump, Spades, Hearts, Diamonds, Clubs.

Doubles and redoubles. 24. A player may double only if the last preceding bid was made by an opponent and no call other than a pass has intervened. A player may redouble only if the last preceding call other than a pass was a double by an opponent.

25. All doubles and redoubles are nullified by a proper subsequent bid. If there is no subsequent bid, the scoring value of the contract is increased as provided in section 98.

Card exposed during the auction. 26. If during the auction a player faces a card on the table, or sees the face of a card belonging to his partner:

(a) If an Ace, King, Queen or Jack, or a lower card prematurely led, or more than one card* (penalty) the owner's partner must pass when next it is his turn to call. Every such card must be left face up on the table until the auction closes; and if its owner is then a defender, it becomes a penalty card.

(b) If a single card, lower than a Jack and not prematurely led, there is no penalty.

IMPROPER CALLS †

Improper call prematurely overcalled in rotation. 27. If a player calls before the penalty for an improper call by his right-hand opponent has been enforced (see section 17), the auction proceeds as though it had been a proper call; except that if the improper call was a bid of more than seven, or a double or redouble made when only a pass or bid could be a proper call, the auction proceeds as though the improper call had been a pass.

Changing a call. 28. If a player changes a call in any way and does so practically in the same breath, his last call stands. There is no penalty unless he has changed to an improper call, in which case the appropriate "improper calls" section applies.

29. If a player changes a call in any way, and does not do so practically in the same breath, the change of call is void, and:

(a) If the first call was improper, the appropriate "improper calls" section applies.

(b) If the first call was a proper call, either the offender must allow his first call to stand, in which case (penalty) his partner must pass when next it is his turn to call; or the offender must substitute any other proper call, in which case (penalty) his partner must pass whenever it is his turn to call.

* If two (or more) cards are faced or seen at different times, clause (a) applies to both of them even though one has been picked up as provided in clause (b).

† All possible improper calls are listed under this heading. Calls not recognized by nor dealt with in these laws are merely improper remarks. The auction proceeds as if an improper remark had not been made, unless the remark is sufficiently informative to warrant the imposition of a penalty under section 20 (a).

Insufficient bid. 30. If a player makes an insufficient bid, he must substitute either a sufficient bid or a pass.* If he substitutes—

(a) The lowest sufficient bid in the same denomination, there is no penalty.

(b) Any other bid, (penalty) the offender's partner must pass whenever it is his turn to call.

(c) A pass, (penalty) the offender's partner must pass whenever it is his turn to call; and if the offending side become the defenders, declarer may require or forbid the opening lead of a specified suit.

Call out of rotation. 31. A call out of rotation is void. The auction reverts to the player whose turn it is to call; and—

(a) If a player has passed out of rotation before any player has bid, or when it was the turn of the opponent on his right to call, (penalty) the offender must pass when next it is his turn to call.†

(b) If a player has made any call out of rotation other than a pass listed in (a), (penalty) the offender's partner must pass whenever it is his turn to call.‡

32. A call is not out of rotation when made without waiting for the right-hand opponent to pass, if he is required to pass because of a law infringement.

33. If a player, whose turn it was to call, calls before attention has been drawn to a call out of rotation by his left-hand opponent, the auction proceeds as though that opponent had not called.

Simultaneous calls. 34. A call made simultaneously with another player's proper call is deemed to be a subsequent call.

Naming bid incorrectly in doubling. § 35. If a player in doubling or redoubling names an incorrect number of tricks or a wrong denomination, he is deemed to have doubled or redoubled the bid as made.

Doubling when the only proper call is a pass or bid. 36. If a player doubles or redoubles a bid which his side has already doubled or redoubled, (penalty) he must substitute any proper call, and his partner must pass whenever it is his turn to call. In addition, if the offender elects to pass, either opponent may cancel all previous doubles and redoubles.

37. If a player doubles his partner's bid, redoubles an undoubled bid, or doubles or redoubles when there has been no bid, (penalty)

* As provided in section 18, a player is entitled to select his substituted call after the applicable penalties have been stated. Any call he may have substituted previously is void, unless his left-hand opponent has overcalled it, in which case section 27 applies.

† Example: North (dealer) 1 Heart, South pass. The pass is void, and the auction reverts to East. After East has called, South must pass. Thereafter, North and South may in rotation make any proper call.

‡ Example: North (dealer) 1 Heart, South 1 Spade. The 1-Spade bid is void, and the auction reverts to East. After East has called, South may make any proper call. Thereafter, North must pass whenever it is his turn to call, but South may make any proper call whenever it is his turn to call.

§ It is improper to state the number of tricks or the denomination in doubling.

the offender must substitute any proper call, and his partner must pass whenever it is his turn to call.

Bid, double or redouble when required to pass; bid of more than seven. 38. If a player bids more than seven, or bids, doubles or redoubles when required by law to pass; the offender is deemed to have passed, and (penalty) the offending side must pass whenever it is its turn to call, and if the offender becomes a defender, declarer may require or forbid the opening lead of a specified suit.

Doubly improper call. 39. If a player makes a call subject to penalty under two or more "improper calls" sections, either section may be applied but not both.

Call after the auction is closed. 40. A call made after the auction is closed is cancelled. If it is a pass by a defender, or any call by a contractor, there is no penalty. If it is a bid, double or redouble by a defender, (penalty) declarer may require or forbid the other defender to lead a specified suit when first it is the latter's turn to lead.

REVIEWING THE AUCTION

41. A player who does not hear a call distinctly may forthwith require it to be repeated. There is no redress for a call based on a misunderstanding or on misinformation.

42. A player is entitled to have previous calls restated either when it is his turn to call, or after the auction closes but before the opening lead has been duly made. His request should be responded to only by an opponent. Dummy, or a player required by law to pass, should not ask to have calls restated, but may review the auction at an opponent's request and should correct errors in restatement.

43. After the opening lead, calls may not be restated, but declarer or a defender is entitled to be informed what the contract is and whether, but not by whom, it was doubled or redoubled.

PART V — THE PLAY

Commencement of play. 44. After the auction closes, the defender on declarer's left makes the opening lead. After the opening lead dummy spreads his hand in front of him on the table, face up and grouped in suits with the trumps on his right. Declarer plays both of the contractors' hands.

Dummy's rights. 45. Dummy should refrain from all comment and from taking any active part in the play, except that he may:

- (a) Give or obtain information as to fact or law.
- (b) Question players regarding revokes as provided in section 71.
- (c) Draw attention to an irregularity, or try to prevent one apparently about to be committed.*

* Example: He may warn declarer against leading from the wrong hand, but only when it is apparent that declarer is about to do so.

Dummy forfeits these rights if he looks at a card in another player's hand.

Dummy's limitations. 46. Dummy should not exchange hands with declarer, lean over to see a defender's cards, leave his seat to watch declarer play, or, on his own initiative, look at the face of a card in any other player's hand. If dummy, as a result of any such act, sees a card in any other player's hand, and thereafter:

(a) Is the first to draw attention to a defender's irregularity, declarer may not enforce any penalty for the offence.

(b) Warns declarer not to lead from the wrong hand, (penalty) either defender may choose the hand from which declarer shall lead.

(c) Is the first to ask declarer if a play from his hand constitutes a revoke, and the revoke card is consequently withdrawn, (penalty) either defender may require declarer to substitute his highest or lowest correct card.

LEADS AND PLAYS

The sequence and procedure of play. 47. The leader to a trick may play any card in his hand. After a lead, each other hand in rotation plays a card and the four cards so played constitute a trick.

48. In playing to a trick, each player must if possible follow suit. This obligation overrides all other requirements of the laws. If unable to follow suit, a player may play any card.

49. A trick containing a trump is won by the hand playing the highest trump. A trick that does not contain a trump is won by the hand playing the highest card of the suit led. The hand winning a trick leads to the next trick.

Played card. 50. A card in any hand is played when named as the one a player proposes to play; but a player may change his designation if he does so practically in the same breath.

51. A card in any unfaced hand is played when it touches the table face upwards after being detached from the remaining cards with apparent intent to play; a defender's card so detached is also played as soon as his partner sees its face.

52. A card in dummy or any other faced hand is played when touched unless for a purpose other than play either manifest or mentioned.

Taking back played card. 53. A played card may not be withdrawn except:

- (a) To comply with a penalty.
- (b) To correct a revoke.
- (c) To correct the error of playing more than one card to a trick.
- (d) To substitute another card after an opponent has corrected either a revoke or a failure to comply with a lead or play penalty.

Premature lead or play by a defender. 54. If a defender leads to the next trick before his partner has played to the current trick, or

plays out of rotation before his partner has played, (penalty) declarer may require the offender's partner to play:

- (a) His highest card of the suit led; or
- (b) His lowest card of the suit led; or
- (c) A card of another specified suit.

If declarer has played from both contractors' hands, a defender is not subject to penalty for playing before his partner.

Lead out of turn. 55. A lead out of turn may be treated as a correct lead. It must be so treated if the non-offending side plays a card before attention is drawn to the irregularity.*

56. If either defender requires declarer to retract his lead out of turn, the card wrongly led is replaced without penalty; and if declarer has led from the wrong hand, he must lead from the correct hand and (penalty), if he can, a card of the same suit. A defender's drawing attention to declarer's lead out of turn is equivalent to requiring its retraction.

57. If declarer requires a defender to retract his lead out of turn:

(a) If it was a contractor's turn to lead, declarer leads from the correct hand and the card led out of turn becomes a penalty card.

(b) If it was the other defender's turn to lead, (penalty) declarer may forbid the lead of that suit, in which case the card wrongly led is picked up; or may treat the card led out of turn as a penalty card, in which case any card may be led.

Simultaneous leads or plays. 58. A lead or play made simultaneously with another player's proper lead or play is deemed to be subsequent to it. If a defender leads or plays two or more cards simultaneously, he may play either card, and the other card becomes a penalty card.

Inability to lead or play as required. 59. If a player is unable to lead or play as required to comply with a penalty, either because he has no card of the required suit or because of his obligation to follow suit, he may play any correct card. The penalty is satisfied, except in the case of a penalty card, which must be played at the first legal opportunity.

Playing before penalty has been enforced. 60. If declarer plays from either hand before enforcing a lead or play penalty, he is deemed to waive the penalty.

61. If a defender plays to a contractor's lead out of turn after declarer has been required to retract it, the defender's card becomes a penalty card.

62. A play by a member of the offending side, before a penalty has been enforced, does not affect the right of the non-offending side to enforce a penalty.

EXPOSED CARDS

Declarer exposing cards. 63. Declarer is never subject to penalty for exposure of a card, and no card of declarer's ever becomes a penalty card.

* If, after an opening lead by the wrong defender, declarer exposes his hand, see section 65.

64. If declarer plays more than one card he must designate which is his play, and must restore any other card to his hand.

65. If declarer exposes his hand after an opening lead by the wrong defender, and before dummy has spread any part of his hand, dummy becomes declarer.

66. If declarer intentionally exposes his hand otherwise than as provided in the preceding section, it is treated as a claim or concession of tricks and section 88 applies.

Defender exposing cards. 67. If a defender faces a card on the table, or sees the face of a card belonging to his partner before he is entitled to see it in the normal course of play or penalty enforcement; any such card becomes a penalty card, except as otherwise provided in these laws.*

Disposition of a penalty card. 68. A penalty card must be left face upwards on the table until played. A defender should not pick up a penalty card and restore it to his hand; but if he does so, and if declarer plays from his own hand or dummy before requiring that the card be faced on the table again, such card ceases to be a penalty card.

69. A penalty card must be played at the first opportunity, whether in leading, following suit, discarding or trumping. The play of a penalty card is always subject to the obligation to follow suit, or to comply with a lead or play penalty. If a defender can play two or more penalty cards, declarer may designate which one is to be played.

Defender improperly exposing his hand. 70. If a defender improperly exposes his remaining card or cards, declarer may treat the remaining cards of either defender as penalty cards. The hand of the other defender, if exposed, may be picked up.

THE REVOKE†

Inquiries regarding a revoke. 71. Any player, including dummy, may ask a player who has failed to follow suit whether he has a card of the suit led, and may demand that an opponent correct his revoke.

Correcting a revoke. 72. A player must correct his revoke—

(a) Made in any of the first eleven tricks, if aware of it before it becomes established.

(b) Made in the twelfth trick, if aware of it before the cards have been mixed together. There is no penalty for a revoke made in the twelfth trick and it never becomes established.

73. To correct a revoke, the offender withdraws the revoke card and follows suit with any card. A revoke card from a defender's unfaced

* Exceptions to section 67: A card led out of turn may be treated as a correct lead (section 55) or may be picked up (section 57-b). An exposed card may not be treated as a penalty card if dummy improperly (section 46-a) draws attention to it, or to the irregularity that caused its exposure.

† The penalty provisions of the revoke law are subject to section 46 if dummy has forfeited his rights. A claim of revoke does not warrant inspection of turned tricks except as permitted in sections 78 and 79.

hand becomes a penalty card; any other revoke card may be replaced without penalty. The non-offending side may withdraw any card it played after the revoke but before attention was drawn to it.

Acts that establish a revoke. 74. A revoke in any of the first eleven tricks becomes established when the offender or his partner leads or plays to a subsequent trick or signifies his intention of doing so by naming a card, by claiming or conceding a trick, or by exposing a hand.

Procedure when a revoke is established. 75. When a revoke is established, the revoke trick stands as played. It counts in transferring tricks as a trick won "after the revoke".

76. If a revoke becomes established, after play ceases two tricks are transferred to the non-offending side if the revoking side has won two or more tricks after the revoke. One trick only is transferred if the revoking side wins but one trick after the revoke. There is no penalty for an established revoke:

- (a) If the revoking side wins no trick after the revoke.
- (b) If it is a subsequent revoke in the same suit by the same player.
- (c) If attention is first drawn to it after the cards have been mixed together.
- (d) If it is made in failing to play any card faced on the table, including a card from dummy's hand or a penalty card.

TRICKS

Gathering and arranging tricks. 77. Each completed trick must be gathered and turned face down on the table by the side winning it. The cards of each turned trick should be kept together so that the trick can be readily identified. All the tricks taken by a side should be arranged together in front of declarer or of one defender in such manner that their number and sequence are apparent.

Inspecting tricks; mixing cards before a claim is settled. 78. Declarer or either defender may, until his side has led or played a card to the next trick, inspect a trick and inquire what card each hand has played to it. Except as above provided or to account for a surplus or missing card, turned tricks may be inspected before play ceases only with the other side's consent.

79. After play ceases, the tricks and unplayed cards may be inspected to settle a claim of a revoke or of honours, or the number of tricks won or lost. If, after such claim, an opponent so mixes the cards that the claim cannot be proved, it must be allowed.

Defective trick. 80. If a hand has played too many cards to a trick, or has omitted to play to it, and if attention is drawn to the irregularity before a player of each side has played to the next trick, the error must be rectified. A card withdrawn from a defective trick, if played from a defender's unfaced hand, becomes a penalty card.

81. If attention is drawn to a defective trick after a player of each side has played to the next trick, the defective trick stands as played, and:

(a) A hand with too few cards plays the hand out with fewer cards than the other hands, does not play to the final trick (or tricks), and if it wins a trick with its last card the lead passes in rotation.

(b) A hand with too many cards forthwith faces and adds to the defective trick (but without changing its ownership) a card it could properly have played to it.

Trick appropriated in error. 82. A trick appropriated by the wrong side must be restored on demand to the side that played the winning card, and, in any case, its scoring value must be credited to that side, subject to section 93.

FAILURE TO COMPLY WITH A LEAD OR PLAY PENALTY

83. If a player is able to lead or play a penalty card, or a card or suit specified by an opponent in conformity with an agreed penalty, but instead plays an incorrect card:

(a) The offender must correct his error if aware of it before he or his partner plays another card. If the incorrect card was played from a defender's unfaced hand, it becomes a penalty card. A card played from the hand on the offender's left may be withdrawn if it was played after the error and before attention was drawn to it.

(b) After the offender or his partner has played another card, the incorrect card may not be withdrawn. After play ceases, (penalty), there is a transfer of tricks to the non-offending side as though the offence were an established revoke (section 76).

CLAIMS AND CONCESSIONS

Concession of trick which cannot be lost. 84. The concession of a trick which cannot be lost by any play of the cards is void if attention is called to the error before the cards have been mixed together.

Concession of trick which has been won. 85. If a player concedes a trick he has in fact won (as by claiming nine tricks when his side has already won ten, or conceding defeat of a contract his side has fulfilled), the concession is void. If the score has been entered it may be corrected as provided in section 93.

Defender claiming or conceding tricks. 86. A defender may show any or all of his remaining cards to declarer for the purpose of establishing a claim or concession. If a defender makes a claim or concession in any other manner, he may be liable to penalty under section 20.

87. A concession of tricks by a defender is not valid unless his partner

accedes. This provision does not preclude the enforcement of a penalty for a defender's irregularity.

Declarer claiming or conceding tricks. 88. If declarer intentionally exposes his hand, specifically claims or concedes one or more of the remaining tricks, or suggests that play may be curtailed, it is deemed to be a claim by declarer; and—

(a) Play should cease; and declarer should place and leave his hand face upwards on the table and forthwith make an adequate statement of his intended line of play.

(b) At any time after declarer's claim a defender may face his hand and may suggest a play to his partner. Declarer may not enforce any penalty for an irregularity committed by a defender whose hand is so faced.

(c) Declarer's claim must be allowed if both defenders accede to it, or if either defender allows his hand to be mixed with other cards.

(d) Either defender may require that play continue, in which case the section 89 applies.

89. If either defender requires that play continue after declarer's claim, declarer must play on, leaving his hand face upwards on the table. Declarer may make no play inconsistent with any statement he may have made. Unless declarer has stated his intention to do so at the time of making his claim—

(a) He may not lead a trump while either defender has a trump.

(b) He may not finesse either in the suit led or in trumping the suit led.

If declarer attempts to make a play prohibited by this section, either defender may require him to withdraw it, provided neither defender has played a card after it.

PART VI—THE SCORE

Keeping score. 90. Each side has a trick score and a premium score. The scores of the respective sides for each rubber should be entered in two adjacent vertical columns, the trick points in descending order below a horizontal line separating the trick and premium scores, the premium points (i.e. all points other than trick points) in ascending order above this line. A scorer should enter scores made by his side in the left-hand column. Whenever a game is scored, a line should be drawn across the trick score of both sides and underneath all trick point entries made in that game, none of which carry over to the next game. Subsequent trick points should be entered only below lines so drawn. Lines drawn prematurely should be forthwith erased.

Recording the score. 91. When play ceases, all four players are equally responsible to see that the number of tricks won by each side is correctly determined, and that all scores are promptly and correctly entered in the score or scores, in accordance with the scoring table (section 98).

Scoring transferred tricks. 92. A transferred trick ranks for all scoring purposes as a trick won in play by the side receiving it.

Correcting the score. 93. A proven or admitted error in any score may be corrected at any time before the rubber score is agreed, except that: If each player keeping score has made an error in entering or failing to enter a part score, or in omitting to score a game or in awarding one; such an error may not be corrected after the last card of the second succeeding correct deal has been dealt, unless a majority of the players consent.

A game—the rubber. 94. A game is won by the side which first scores a total of 100 or more trick points for odd tricks bid and won.

95. A rubber ends when a side has won two games, and the winners of the final game add to their score: 500 points if their opponents have won one game, 700 points if their opponents have not won a game. At the end of the rubber the trick and premium points of each side are added. The side with the larger total score wins the rubber, irrespective of the number of games (if any) which it has won. The difference between the two totals represents the number of points won.

Effect of incorrect pack. 96. Scores made as a result of hands played with an incorrect pack are not affected by the discovery of the imperfection after the cards have been mixed together.

Scoring an unfinished rubber; player obliged to leave. 97. If for any reason a rubber is not finished, the score is computed as follows: If but one game has been completed, the winners of that game score 300 points; if but one side has a part score (or scores) in an unfinished game, that side scores 50 points; the trick and premium points of each side are added, and the side with the larger total score wins the difference between the two totals.

THE PROPRIETIES

(1) It is reprehensible to profit by information gained as a result of an irregularity committed by one's own side for which no penalty, or a penalty incommensurate with the information gained, is prescribed.

(2) It is improper to infringe a law deliberately, as by making an insufficient bid, whether or not a penalty is prescribed.

(3) A player should refrain from—

- a. Varying the formulae used in calling;*
- b. Calling with special emphasis, inflection or intonation;
- c. Passing or doubling with exceptional haste or reluctance;
- d. Making a call with undue delay which may result in conveying improper information to partner;

* The recommended calling formulae are: "No Bid" (avoid "Pass"); "1 heart" (avoid "I bid"); "1 no trump" (avoid "without" or "without a trump"); "double" (avoid stating the number of tricks or the denomination doubled); "6 spades" (avoid "little slam").

98. *Contract Bridge scoring table.*

TRICK POINTS FOR CONTRACTORS	Odd Tricks Bid and Won in	Undoubled	Doubled
	Clubs or Diamonds, each	20	40
	Hearts or Spades, each	30	60
	No Trump { first each subsequent	40	80
		30	60

Redoubling doubles the doubled points for Odd Tricks.

Vulnerability does not affect points for Odd Tricks.

100 Trick Points constitute a game.

PREMIUM POINTS FOR CONTRACTORS DEFENDERS	Overtricks	Not Vulnerable	Vulnerable
	Undoubled, each	Trick Value	Trick Value
	Doubled, each	100	200
	Making Doubled or Redoubled Contract }	50	50
	Undertricks		
	Undoubled, each	50	100
	Doubled { first each subsequent	100 200	200 300

Redoubling doubles the doubled points for Overtricks and Undertricks, but does not affect the points for making Doubled Contracts.

PREMIUM POINTS FOR CONTRACTORS HOLDERS	Honours in	{ 4 Trump Honours	100
	One Hand	{ 5 Trump Honours or 4 Aces at No Trump	150
	Slams Bid	{ Little, not vulnerable 500, vulnerable	750
	and Won	{ Grand, ,, ,, 1,000, ,,	1,500
	Rubber Points	{ Two game Three game	700 500

Unfinished Rubber—Winners of one game score 300 points. If but one side has a part score in an unfinished game, it scores 50 points.

Doubling and Redoubling do not affect Honour, Slam, or Rubber points.

Vulnerability does not affect points for Honours.

- e. Indicating in any way approval or disapproval of partner's call or play;
 - f. Giving by word, manner or gesture an indication of the nature of the hand held;
 - g. Making a remark or gesture or asking a question from which an inference may be drawn;
 - h. Giving unauthorized information as to an incident of the auction or play;
 - i. Volunteering information which should be given only in response to a question;
 - j. Requesting, except for his own benefit, a review of calls or a placing of cards played to a trick;
 - k. An unnecessary hesitation, remark or mannerism which may deceive the opponents;
 - l. Attracting attention to the score, except when necessary to do so for his own information;
 - m. Calling attention to the number of tricks needed to complete or defeat the contract or to the fact that it has already been fulfilled or defeated;
 - n. Playing a card with special emphasis;
 - o. Playing with undue delay when the play does not need consideration;
 - p. Preparing to gather a trick before all four hands have played to it;
 - q. Detaching a card from his hand before it is his turn to lead or play;
 - r. Failing to keep the tricks in correct order and distinct from one another, or allowing some to be placed on the opposite side of the table;
 - s. Watching the place in a player's hand from which he draws a card, and drawing any inference therefrom;
 - t. Making gratuitous comments during the play as to the auction, the adequacy of the contract or the nature of the hand.
- (4) It is improper to attempt to conceal a revoke by revoking again, or to conceal a revoke card if a hand is not played out, but there is no obligation to call attention to an established revoke or other irregularity committed by self or partner.
- (5) It is improper to play out of turn, carelessly or otherwise.
- (6) While it is reprehensible to allow partner's hesitation, remark or manner to influence a call, lead or play, it is proper to draw inferences from an opponent's gratuitous hesitation, remark or manner, but such inferences are drawn at one's own risk.
- (7) It is proper to warn partner against infringing a law of the game (e.g. against revoking, or against calling, leading or playing out of turn).
- (8) All four players are responsible to see that each hand plays a card, and but one, to each trick, and should forthwith correct such an irregularity.

(9) Declarer should play out all hands in which there is any doubt as to the eventual outcome.

(10) Bystanders or members not playing should refrain from making gratuitous remarks. They should not call attention to any irregularity or mistake, or speak on any question of fact or law except when requested to give an opinion.

(11) It is improper to employ, without explaining its meaning to the opponents, a convention in calling or an unusual convention in play, the significance of which may not be clear to them. When applied to a call, the term convention covers a call designed to convey an arbitrary or artificial meaning, or used by a player with the assurance that his partner will not accept it in its natural sense. Such a call is not subject to penalty as an improper remark. It is necessary that a convention so used should be fully understood by the other side, and players using convention calls should be ready to reply fully to a proper inquiry by an opponent as to their meaning or use. Should it be necessary to make such an inquiry during the auction, the partner of the player who has made the convention call should reply. The committee of any Association, Tournament or Club, or a group of persons playing Contract Bridge, may prohibit or restrict the use of conventions which are both generally unrecognized and sufficiently intricate to cause unreasonable delay.

RULES FOR CLUB PROCEDURE

The following rules, governing membership in new and existing tables, have proven satisfactory in club use over a long period of years:

Definitions. MEMBER—An applicant who has acquired the right to play at a table either immediately or in his turn.

COMPLETE TABLE—A Table with six members.

INCOMPLETE TABLE—A Table with four or five members.

Time limit on right to play. A. An applicant may not play in a rubber, unless he has become a member of a table before a card is duly drawn for the selection of players or partners.

Newly formed tables. B. If there are more than six applicants, the six highest-ranking ones become members. The four highest-ranking members play the first rubber. Those who have not played, ranked in their order of entry into the room, take precedence over those who have played. The latter rank equally, except that players leaving existing tables to join the new table rank lowest.*

Existing tables. C. An application establishes membership in a table either forthwith or (if the table is complete) as soon as a vacancy occurs, unless applications in excess of the number required to complete a table are made at the same time, in which case precedence between applicants is established as in the preceding rule.

* Precedence between those of equal rank is determined by drawing cards, the drawer of the higher-ranking card obtaining precedence.

D. After each rubber place must be made, by the member who has played the greatest number of consecutive rubbers at that table,* for any member who did not play the last rubber, except that a member who has left another existing table must draw cards for the right to play his first rubber with the member who would otherwise have played.

E. If a member breaks up a game by leaving three players at a table, he is not entitled to compete against them for entry at another table.

Membership limited to one table. F. No one can be a member of more than one table at the same time, unless a member consents, on request, to make a fourth at another table and announces his intention of returning to his former table as soon as his place can be filled. Failure to announce such intention results in loss of membership at his former table.

BRIDGE PROCEDURE AND ETIQUETTE FOR BEGINNERS

The four players first draw cards for partners and to determine the first dealer. They have two packs of cards, one with a "blue" back design and the other with a "red" back design (any contrasting designs and colours will do, but the cards are traditionally spoken of as red and blue). One pack is spread face downwards across the table, as shown on page 393. Each player draws one card but keeps it face down until all players have drawn; then all show their cards.

The cards drawn are the ♣K, ♠10, ♥10, ♠3, respectively. The player who drew the highest card, the king, has the right to choose his seat and to choose the pack with which he will deal; he is the first dealer. He takes the seat at the table designated as North. The player with the next-highest card, the ♠10, which outranks the ♥10 because spades are a higher suit, must take the South seat opposite him, and North and South are partners. The other two players take the East and West seats, and either of them may take either of these seats he chooses. North, the first dealer because he drew the highest card, chooses to deal with the blue pack. Throughout the rubber, North and South will always deal with the blue cards, and East and West always with the red cards.

The shuffle. East takes the blue pack and shuffles it for North; the pack with which any player deals was always prepared for him by the player at his left. At the same time, South takes the red pack and shuffles it for the second deal of the game, which will be by East. The dealer has the right to shuffle the pack last, before it is cut, but few players avail themselves of this privilege in Bridge.

In shuffling, a player in a Bridge game should use the riffle shuffle; other forms of shuffling are not in accordance with Bridge etiquette.

Divide the pack, face down, into two piles of roughly the same size. Place them both on the table and bring together the corners only, so that they touch. Now hold down each portion with your fingers and

* See the footnote to page 131.

bend up the corners with your thumbs. Slide the two portions a little closer together so that they will interlock by about one quarter of an inch. Let the cards riffle downward, by gradually releasing the pressure of your thumbs. They will fit together as though meshed, and the cards will be mixed. Now relax the pressure of your fingers on the cards, and slide the two portions of the pack together.

About three shuffles of this type will mix the cards adequately.

East and South having shuffled their packs, each puts the shuffled pack on the table at his right. The pack that South shuffled will remain there until East is ready to deal with it. The pack that East shuffled, however, must be dealt immediately, so North picks it up with his left hand, transfers it to his right hand, and puts it down on the table beside him.

The cut and deal. West, the player at North's right hand, cuts the blue pack by lifting off about half of it and putting it down on the table towards North. North completes the cut by taking up the bottom portion, the one remaining nearer to West, and putting it on top of the other portion. He then picks up the cut pack and begins to deal.

North deals the cards one at a time, face down, to the four players (including himself) in rotation, the first card going to East. In dealing, he holds the pack in one hand and with the other hand slides the cards off one by one, moving both his hands a few inches towards the player who is to receive the next card. It is not proper to remove each card with the thumb and forefinger and flip it or set it down on the table in front of the player.

When the entire pack has been dealt in this manner, each player has thirteen cards. Until this time, no player should touch or look at any card dealt to him. When the deal is complete, each player picks up his cards and looks at them, sorting them (usually) into suits.

The auction. North, as the dealer, is entitled to bid first. He may pass or bid. A pass is an expression of unwillingness to bid (or double, or redouble, which are legal calls only when there has previously been a bid). A bid is an offer to win a certain minimum number of tricks with a named suit as trump, or with no trump.

All bids are made in terms of "odd-tricks", an odd-trick being a trick won in excess of six. Thus, a side that wins seven tricks has won one odd-trick.

The form of a bid is as follows: "One spade"—an offer to win seven tricks with spades as trumps; "Two no trump"—an offer to win eight tricks without a trump suit; etc. The highest possible bid is a bid of seven odd-tricks, because there are only thirteen tricks altogether, the first six tricks being known as the "book" and the additional seven tricks being the odd-tricks.

The turn to bid moves from player to player in clockwise rotation. Each successive bid must be sufficient to overcall the preceding bid; either it must name a greater number of odd-tricks, or it must name the same number of odd-tricks in a higher-ranking denomination. In bidding, no trump ranks highest, then spades, hearts, diamonds, clubs.

Thus, a bid of two spades will overcall a bid of two hearts, but it would take a bid of three diamonds to overcall a bid of two hearts.

North, the first bidder in our game, passes. East passes, South passes, and West passes. All four players have passed, and this first deal is "passed out". All four players toss their hands into the centre of the table, face down, and West gathers them in and begins to shuffle them for the time when South will deal. East shifts the shuffled red pack from his left to his right hand, North cuts it, and East deals another hand. When a hand is passed out, the deal passes to the next player in rotation.

This time it is East's first turn to bid. East passes, but South opens the bidding with a bid of one heart. West doubles. The effect of a double is to increase scoring values if the bid that is doubled becomes the contract. Once a bid is doubled, the side that made the bid may redouble, which further increases the scoring values. (A side may not double its own bid, nor may it redouble a bid that has not been doubled by an opponent.) A double does not affect the rank of a bid; in this case, the one-heart bid may still be overcalled by one spade, or by anything higher, the same as it could be if it were not doubled.

After West's double, North passes. East bids two diamonds. South passes and West bids two no trump. North passes and East bids three no trump. South and West both pass, but North doubles this bid. Then East, South and West pass.

This closes the auction. Once any bid has been made, the auction continues as long as anyone is willing to make a higher bid, or to double the last bid, or to redouble a doubled bid; but when there are three consecutive passes the auction is closed and the last bid becomes the contract.

The bidding just described would be written, in Contract Bridge notation, as follows:

EAST	SOUTH	WEST	NORTH
No bid	1♥	Double	No bid
2♦	No bid	2 N T	No bid
3 N T	No bid	No bid	Double
No bid	No bid	No bid	

The play. Now the auction is ended. The contract is three no trump doubled and West is the declarer. This means that West will play both his own hand and his partner's hand, his partner's hand being called the dummy.

West is the declarer even though it was East who made the final bid of three no trump. The declarer is the player who first for his side bid the denomination named in the contract. Since West was the first member of his side to bid no trump, so long as his side wins the contract at no trump, West will be the declarer.

North makes the opening lead. The player at declarer's left always leads to the first trick. North may lead any card in his hand; he does this by placing it face up in the centre of the table. As soon as North has led, but not before, East spreads his hand on the table as dummy.

If there were a trump suit, he would put the trumps at his right, but this is a no-trump contract and the suits may be put down in any order provided they are kept separate. From this point on, West as the declarer will play both the dummy's cards and his own, but from each hand in its proper turn.

The turn to play moves in clockwise rotation, and each player plays one card; the lead to a trick and the cards of the other three players constitute a completed trick.

Each player in turn must follow suit to the lead if he can; if he cannot follow suit he may play any card. Each trick is won by the highest card of the suit led, if it contains no trump; if there is a trump suit, a trick containing a trump is won by the highest trump it contains. The winner of each trick leads to the next trick and may lead any card.

One player for each side gathers in all the tricks won by his side, stacking them face down in front of him. Declarer gathers the tricks for his side; either of the opponents (the defenders) may gather in the tricks for his side, but it is customary for the tricks to be taken in by the partner of the defender who wins the first trick for his side.

The tricks are kept separate from each other, overlapping as shown in the illustration, so that their number and the order in which they were won is apparent. See the illustration on page 394.

Scoring. When all thirteen tricks have been played, the tricks taken by the respective sides are counted and the result agreed upon. The score for that deal is then determined in accordance with the Scoring Table (page 129) and entered by the scorekeeper, or scorekeepers, on a bridge scorepad.

Any player may keep score. It is best if at least one player on each side keeps score. But regardless of how many players keep score, all four players are equally responsible to see that the score for each deal is correctly entered.

The bridge score is divided by a horizontal line, the trick score of each side going below that line and the premium, or honour, score of each side going above that line.

In the trick score can go only the values of odd-tricks bid and made by declarer's side. If declarer bids three no trump and wins only eight tricks, he has not fulfilled the contract and can score nothing in the trick score, not even for the two odd-tricks he made. If he bid three no trump and wins ten tricks, he scores in his trick score the value of the three odd-tricks he both bid and made; the fourth odd-trick is an overtrick and must be scored above the line.

When a side amasses 100 trick points, whether they are made in one or more deals, it wins a game. Both sides then start at a score of zero towards the next game.

When a side has won two games, it has won the rubber. In addition to its other scores, it receives a bonus of 700 points if its opponents have not won a game in that rubber, a bonus of 500 points if its opponents have won a game. All the scores of both sides are then totalled up, and the side with the greater number of points has won the rubber

by the margin of the difference in scores. A pack is spread for another draw, and the players draw again for partners and seats and begin a new rubber (often, by agreement, the players pivot as explained on page 156, or play a match game in which partnerships do not change).

Premium points include, in addition to overtricks made by declarer, penalties for undertricks; slam bonuses; and honours.

When declarer fails to fulfil his contract, his opponents score the points prescribed by the scoring table for each trick by which he falls short.

When a side bids and makes a contract of six odd-tricks, it scores the premium for a little slam; if it bids and makes a contract of seven odd-tricks it scores the premium for a grand slam. These premiums are scored only when the slam is bid for and the contract is fulfilled. If the contract is not fulfilled, declarer scores nothing, even if the odd-tricks he did win were sufficient to make a game; or if, for example, he bid a grand slam and actually made only a little slam.

Vulnerability affects the premiums. A side becomes vulnerable when it has won a game towards the rubber. Vulnerability exposes it to greater undertrick penalties, but entitles it to greater premiums for slams and for overtricks when it fulfils a doubled or redoubled contract.

Honours are scored by the side holding them, whether they are in the hand of declarer, dummy, or either defender. When a player holds four trump honours (A, K, Q, J, 10) in his hand, his side receives 100 points; if he holds all five trump honours, or all four aces at a no-trump contract, his side receives 150 points. There is no bonus for holding this many honours in a suit that is not trump or for holding all four aces when the contract is not no trump.

Contract Bridge is a partnership game, and points earned or lost by one partner are scored equally for or against his side. At the end, settlement is made by each player individually on the basis of the entire score of his side.

ILLUSTRATION OF CONTRACT BRIDGE SCORING

Following is an illustration of the scoring of a rubber played between North-South on one side and East-West on the other. South keeps score; therefore he will record all North-South scores in the column marked "We" and all East-West scores in the column marked "They". The letters (a), (b), etc., are shown only for purposes of illustration, of course, and would not appear on the actual score sheet.

(a) South bids three no trump and wins only eight tricks. East-West score for one undertrick, not vulnerable.

(b) East bids two spades and wins ten tricks. Though he has made "four spades", he scores below the line only the two odd-tricks he bid for and the other two go above the line and do not count towards game. If he had bid four spades and won the same number of tricks, it would have been game.

(c) North bids four hearts and wins eleven tricks. Technically, only

WE	THEY
500 (g)	100 (d)
30 (f)	50 (d)
100 (e)	60 (b)
200 (c)	50 (a)
150 (c)	60 (b)
	120 (d)
40 (f)	
60 (g)	
1080	440

120 points are scored below the line, and 30 points above the line; but since the 120-point score ends the game, and all the points will count in the long run anyway, the scorekeeper saves trouble by writing the entire 150 points below the line. Now a line is drawn across both sides of the score sheet, for the first game has been won by North-South. The 60-point part-score of East-West will not help them towards making the next game. However, the points will of course count in their final total.

(d) West bids three clubs, which North doubles. West plays the hand at three clubs doubled and wins ten tricks. The three odd-tricks he bid for, at their doubled value, give him 120 points below the line—enough to make game. He receives 50 points bonus for fulfilling the doubled contract, and 100 points for a doubled overtrick, not vulnerable. A line is drawn under the 120-point score, ending the second game.

(e) East bids four hearts, which South doubles, and East wins only nine tricks. Therefore East is down one, and North-South score 200 points for one undertrick, doubled and vulnerable. In addition, North held four honours in hearts and his side scores 100 points therefore;

honours are scored to the credit of the holders, whether declarer, dummy, or a defender.

(f) North bids one no trump and wins eight tricks. Forty points are scored below the line for the odd-trick bid and made, and 30 above the line for the overtrick. Every odd-trick made at no trump, except the first one, counts only 30. This applies whether it is scored below the line or above.

(g) South bids three diamonds and wins nine tricks, fulfilling the contract. This gives him 60 points below the line, and, when added to the 40 points North-South made on the preceding hand, brings the total up to 100, constituting a game. North-South score 500 points bonus for the rubber (the bonus is 500 points because East-West also won a game).

Now all the scores are totalled. North-South have a total of 1,080 points, East-West have 440. The difference is 640. North-South win a 6-point rubber, equivalent to 600 points. In bridge scoring, except in match games, remainders of less than 50 points count as nothing; remainders of 50 points or more count as a full 100. If the difference had been 650 points, North-South would have won a 7-point rubber. (In set matches, the exact score counts; see page 162.)

ILLUSTRATIONS OF IRREGULARITIES

All irregularities in Contract Bridge are covered by the Official Laws (pages 144 sqq); but there are several irregularities that are particularly frequent and that the average player may have difficulty in adjusting by following the bare language of the laws. These most frequent irregularities, and the remedies or penalties for them, are illustrated in the following paragraphs.

In all these illustrations South is declarer, North dummy, West and East the defenders, with West the proper opening leader.

Lead out of turn. West should make the opening lead, but East leads the ♦7. South may say to West, "Lead anything but a diamond". Or South may permit West to make any lead he pleases, but in this case ♦7 becomes a penalty card: East must place it face up on the table in front of him and leave it there. The first time he can legally lead or play it he must do so, subject only to his duty to follow suit.

In another case, North makes an opening lead, thinking that West has won the contract. But South is the actual declarer. North's card is put back in his hand. There is no penalty against the declaring side for exposing cards, since the information so given can be utilized only by the opponents.

Declarer leads from wrong hand. North (dummy) won the last trick, but South leads the ♠K from his own hand. West says, "The lead is in dummy". South replaces the ♠K in his own hand and must lead a spade from dummy. When South plays to that trick, he does not have to play the ♠K if he has another spade he prefers to play. (If dummy had not held a spade, South could have led any card from dummy.)

West could accept the out-of-turn lead of the ♠K, if he wished, by following to it at once, before either he or East made any remark about its irregularity.

Revoke corrected. South leads ♦6. West has some diamonds, but he plays ♣9. Dummy plays ♦K and East plays ♦3. At this juncture West says, "Wait, I have a diamond."

There is time for West to correct his revoke, because it is not established—neither West nor East has led or played to the next trick.

West must leave the ♣9 face up on the table as a penalty card. He may play any diamond he wishes, and he elects to play ♦A. Now declarer may retract his play of the ♦K from dummy and substitute a small diamond. But East may not change his card on the trick.

In another case, South revokes and notices his error in time for correction. He replaces the revoke card in his hand, without penalty, and follows suit with any card he chooses.

Revoke established. South leads ♠K. West has a spade, but plays ♥7. East wins the trick with the ♠A and leads a heart.

It is now too late for West to correct his revoke. East, a "member of the offending side", has led to the next trick and the revoke is established. Play proceeds normally, and let us suppose that East-West win one more trick.

South's contract was two spades, and when play is ended he has won eight tricks. But, as the revoke penalty, he may take two of East-West's tricks and transfer them to his pile. That gives him ten tricks in all. He scores 60 below the line for making two spades, and 60 above the line for two overtricks. Note that South does not get game for making ten tricks at spades. He bid only two spades, and that is all he can score towards game. Tricks transferred as the result of a revoke penalty are scored exactly as though won in play. If South, having bid two spades, had won ten tricks without the revoke, he could not have made game; therefore he cannot make game as a result of the revoke penalty.

Finally, take a case in which West revokes, and East, who wins the trick, establishes the revoke by leading to the next trick; play continues, but East-West do not win another trick.

After the play is completed, South may take only one trick as the revoke penalty—the trick on which the revoke occurred. He is not entitled to any trick the defenders won before the revoke occurred because obviously the revoke could have had nothing to do with how such tricks were won. The purpose of the laws is only to prevent a side from profiting from its breach of law.

Incorrect hand. West deals, and South becomes declarer at a six-spade contract. With only three tricks left to be played, it is discovered that dummy has four cards left and West has only two, East and South having three cards each. The entire deal is called off and West, after a proper shuffle and cut, must deal again. It does not matter that South could have made his contract easily no matter what card was taken from dummy and given to West.

In another case, with three tricks left to be played it is discovered that South, West and North have three cards each and East has only two. The missing card is found on the floor. The deal stands; the missing card is restored to East's hand. Suppose it is the ♠7 and on some previous trick East has failed to follow suit to a spade lead. East must pay the penalty for a revoke; the missing card is considered to have been in his hand all the time.

Still another case: West deals; South plays a game contract and apparently fulfils it, but before the cards are mixed together it is discovered that the pack contains two threes of diamonds and no four of diamonds. The result does not stand; the pack is replaced or corrected and West deals again. But all scores made previous to that deal stand.

Claim by declarer, disputed by a defender. With five cards left in each hand, South spreads his hand and says, "I have the rest." West says, "You'd better play it out."

South must leave his hand face up on the table and continue play. Unless he announced his intention to do so in making his claim, he may not make any play whose success depends on finding a certain card in the hand of one of the defenders rather than in the hand of the other.

POINTERS ON CONTRACT BRIDGE

Contract Bridge is too complex a game to be reduced to a few simple rules and formulae; there are thousands of textbooks on the subject and none of them comes close to exhausting the strategy of the game. The beginner's best course is to pick up the basic approach to Contract Bridge strategy from books, but to acquire most of his understanding of the game from practice in actual play.

Contract Bridge strategy falls naturally into two parts, bidding and play. The play is subject to individual analysis to a far greater extent than the bidding. It is almost necessary, in bidding, to have some understanding with one's partner as to the conventional meaning of the various bids. To this end innumerable systems have been devised; only the principal ones are mentioned in this book.

ACOL SYSTEM

The Acol System was evolved some twenty years ago by a group of players and analysts of whom the most prominent were the late S. J. Simon, J. C. H. Marx, and M. Harrison Gray. It has won increasing popularity and is now (in Britain) more widely used by players in competitive Bridge than any other system. Great stress is laid on the flexibility of opening bids and responses; for this reason it is impossible to summarize effectively the mechanics of Acol: a number of offshoots of the system are in vogue, which are explained by their exponents to competitors in tournaments as occasion arises. The following is a summary of what is known as "old-fashioned" Acol, as played by Terence Reese and Boris Schapiro in the World Championship Match of 1955. These players were also playing a variant of the Culbertson 4-5 No

Trump convention; but this is not a part of Acoll, which is also frequently played with "Blackwood".

Opening bids of one in a suit. These cover a wider range than in some systems. The point count (on the basis: Ace, 4; King, 3; Queen, 2; Knave, 1) may be anything from 10 to about 18, but there must be about five probable playing tricks.

Opening bids of one no trump. Non-vulnerable bids show from 13 to 15 points; vulnerable bids from 16 to 18 points.

Responses: A response of two in a suit is a sign-off (i.e. partner has virtually nothing to contribute). A raise to two no trump is "additive"; it should be given on from 10 to 11 points (non-vulnerable) or from 7 to 8 points (vulnerable). A response of three clubs over one no trump is a request to partner to show a four-card major suit, if he has one.

First response to the bid of one in a suit. The opening hand may be a strong one; responder therefore may bid one no trump on from 5 to 9 points. Two no trump shows 11 to 13 points and is not forcing (i.e. partner does not have to bid again). A response of three no trump shows some 14 to 16 points.

A simple suit response (one heart over one club; two diamonds over one spade) is forcing for one round. A jump take-out (e.g. three clubs over one spade; two spades over one heart) is forcing to game. If there is no forcing situation in being, the bidding may at any stage be dropped by either player.

Opening bids of two in a suit. A bid of two clubs is conventional (i.e. it does not necessarily imply strength in clubs) and is forcing to game. This bid of two clubs is a common feature of almost all the systems used by British players. The "negative" response is two diamonds. If the opening bidder now says two no trump, responder may drop the bidding if he has fewer than 3 points (this is the one exception to the "forcing to game" rule). Otherwise, partner will make whatever bid conveys best the strength and character of his hand. Opener's second bid will, of course, depend on this response.

A bid of two no trump is made on from 19 to 21 points. Partner will raise to three no trump if he has from 5 to 8 points; if he is stronger, he will explore slam possibilities.

Bids of two diamonds, two hearts or two spades demand strength in the suit bid and a minimum of about eight playing tricks. They are forcing for one round only. The "negative" response is two no trump. Thenceafter responder will not bid again unless he has something positive to contribute.

Opening bids of *three in a suit* can be made (especially if not vulnerable) on very weak hands; and partner, unless strong, will leave them alone.

An opening bid of *three no trump* shows less strength than an opening two clubs, and is probably a "tactical" bid based on a long minor suit.

C. A. B. SYSTEM

"C. A. B." stands for Clubs; Aces; Blackwood. The system originated, we believe, in the Hamilton Club, London, largely under the inspiration of Col. G. G. J. Walshe. It is now widely played, but has not been publicized to anything like the same extent as Acol. The following is a summary of its principles as played by Leslie Dodds and Kenneth Konstam in the 1915 World Championship Match.

Two club opening bid is forcing to game. Ace responses. If no ace and less than 8 points, response is two diamonds. If no ace and 8 or more points, response is two no trump. (Otherwise three clubs, three diamonds, two hearts, two spades, show respectively the ace of the suit mentioned.)

Strong no trump: 16-18 points.

Two club response to one no trump means that the next bid by responder is a limit bid. After a two club response the no trump bidder *always* replies two diamonds, whatever his holding.

One no trump—two no trump is forcing.

One no trump—two clubs—two diamonds—two no trump is not forcing.

One no trump—four no trump is Blackwood. One no trump—two clubs—two diamonds—four no trump is limit bid.

One of a suit—two no trump is forcing if no trump bidder has not already passed.

One of a suit—three of a suit is forcing if the responder has not already passed.

Other systems played (with perhaps increasing infrequency) in Britain are the Austrian; Baron; "Two Clubs"; Barton One Club; Kempson "Direct" System. Considerations of space make it impossible to give an adequate idea of their mechanics, the more so as modifications of them are continually being introduced.

In the States there is also a multiplicity of competing systems. The most widely played is Ely Culbertson's, which is more precise in its bidding requirements than such systems as Acol and "Cab". An outline of this system follows.

THE CULBERTSON SYSTEM

Every system of contract bridge bidding begins with a method of hand valuation, whereby a player may judge whether or not his hand is strong enough to bid, and how strongly it may be bid.

Some players prefer to value their hands by a "Point Count"; other players prefer "Honour-Trick Valuation". In the Culbertson System of bidding you may use either method, and still find the correct bid on each hand. Both methods are described below.

THE CULBERTSON SYSTEM

POINT-COUNT BIDDING*

For No Trump Bids

Ace	4
King	3
Queen	2
Jack	1

ADD 1 pt. for all four aces.
DEDUCT 1 pt. for K or Q-J alone.

For Suit-Bids

Count high cards as above; and in addition:
ADD 1 pt. for 100 honours.
ADD 2 pts. for 150 honours.
DEDUCT 1 pt. for one or more queens or jacks not held with a higher, as Q-x-x.

Distributional Points

The Rule of 3 & 4

For opening suit-bids:
ADD 1 pt. for every card over four in your trump suit.
ADD 1 pt. for every card over three in each side suit.

OPENING NO TRUMP BIDS

Count high-card points only—see above. Bid one no trump with:
16 to 18 pts.
Distribution 4-3-3-3, 4-4-3-2 or 5-3-3-2.

* There are other counts:

The Robertson count: ace, 7; king, 5; queen, 3; jack, 2; ten, 1. The earliest point-count and among the most accurate, but seldom used now.

The Reith count: ace, 6; king, 4; queen, 3; jack, 2; ten, 1. Very popular in New England.

The Four Aces count: ace, 3; king, 2; queen, 1; jack, $\frac{1}{2}$. Used by the bridge team that was most successful in American and international tournaments from 1933 to 1940.

Using the Reith count, bid one no trump on 24 to 27 points, two no trump on 32 to 35 points, three no trump on 36 to 40 points. Using the Four Aces count, bid one no trump on 11 to $12\frac{1}{2}$ points, two no trump on 14 to 16 points, three no trump on $16\frac{1}{2}$ to 18 points.

Charles H. Goren advocates a point count, very widely used, which uses the 4, 3, 2, 1 scale for high cards and for suit-bids adds 1 point for each doubleton, 2 points for each singleton, and 3 points for each void. In the raising hand, a singleton counts 3 points and a void 5 points. In declarer's revaluation, after partner raises, add 2 points for each trump over five. Correction points are substantially the same as in the Culbertson point-count. Requirements for bids are substantially the same as in the Culbertson System.

CONTRACT BRIDGE

HONOUR-TRICK BIDDING

Table of Honour-Tricks

<i>Holding</i>	<i>Count</i>
A-K in the same suit	2 H. T.
A-Q in the same suit	1½ H. T.
Ace	} 1 H.T.
K-Q in the same suit	
K-J-10 in the same suit	
K-x in the same suit	} ½ H. T.
Q-J-x in the same suit	
Any two plus values	
Count a plus value for:	
Q-x	
J with a higher honour	
Any singleton or void	
"x" stands for any low card	

Biddable Suits

No suit of fewer than four cards is regularly biddable. No four-card suit weaker than Q-10-x-x or K-x-x-x should be bid.

Conditional biddable suits:
Q-10-x-x or J-x-x-x, up to A-10-x-x; or any 5 cards. May be bid when the opener has two biddable suits; or when he has more than minimum strength in high cards. May be bid in responding at the one-level, or in rebidding at the one- or two-level.

CONTRACT BRIDGE
POINT-COUNT BIDDING—
Cont.

Stoppers in at least three suits; no doubleton weaker than Q-x.
 Opening two-no-trump bid:
 22 to 24 pts.; no doubleton weaker than K-x.
 Opening three-no-trump bid:
 25 to 27 pts.; no doubleton weaker than K-x.

OPENING SUIT-BIDS OF ONE

The total of your high-card and distributional points is the value of your hand for opening bids.
 11 pts. Bid a good 5-card suit if you have $2\frac{1}{2}$ defensive tricks.
 12 pts. Bid a good (rebiddable) 5-card suit.
 13 pts. Bid any biddable suit.
 14 pts. Obligatory bid.

See the adjoining column for honour- (defensive) tricks and biddable suits.

RESPONSES TO ONE NO TRUMP

<i>Holding</i>	<i>Bid (with balanced distribution)</i>
7 pts. or less	Usually pass
8 or 9 pts.	Raise to two no trump
10 to 14 pts.	Raise to three no trump
15 or 16 pts.	Raise to four no trump
17 or 18 pts.	Raise to six no trump
19 or 20 pts.	Bid a suit, then six no trump
21 points.	Raise to seven no trump

ADD 1 pt. for a 5-card suit, K-x-x-x-x or Q-10-x-x-x or better.

THE CULBERTSON SYSTEM
HONOUR-TRICK BIDDING
—Cont.

Regular biddable suits. Q-J-x-x or better (4-card suits); Q-x-x-x-x or J-10-x-x-x or better (5-card suits). Should not be rebid unless partner raises.

Rebiddable suits: K-J-x-x-x or Q-J-9-x-x or better; or any 6 cards. May be bid and then rebid once.

OPENING NO TRUMP BIDS

Bid one no trump with: $3\frac{1}{2}$ to 4+ H.T.

Distribution 4-3-3-3, 4-4-3-2 or 5-3-3-2.

Stoppers in at least three suits; no doubleton weaker than Q-x.

Opening two-no-trump bid: 5 to $5\frac{1}{2}$ H.T.; no doubleton weaker than K-x.

Opening three-no-trump bid: 6 to $6\frac{1}{2}$ H.T.; no doubleton weaker than K-x.

OPENING SUIT-BIDS OF ONE

2+ H.T.	Bid a 6-card major suit
$2\frac{1}{2}$ H.T.	Bid a rebiddable suit
3 H.T.	Bid a biddable suit
$3\frac{1}{2}$ H.T.	Obligatory bid

RESPONSES TO ONE NO TRUMP

<i>Holding</i>	<i>Bid</i>
$\frac{1}{2}$ to 1 H.T.	Bid two in a 6-card suit or 5-5 two suiter; sign off on next round by re-bidding in suit. Pass with less.
$1\frac{1}{2}$ H.T.	Raise to two no trump, or bid a suit.
2 H.T.	Raise to two no trump.

THE CULBERTSON SYSTEM
POINT-COUNT BIDDING—
Cont.

**RESPONSES TO TWO &
THREE NO TRUMP**

Raise two no trump to three with 3 to 8 pts. Pass with less; make a slam try with more. Any suit takeout is forcing. Any response to three no trump is a slam try.

**RAISES OF SUIT-BIDS OF
ONE**

**The Culbertson Point-Count for
Raises**

Count your high cards by the 4-3-2-1 count.

ADD 1 pt. for every card over three in every suit. (Exception: with distribution 4-3-3-3 or 4-4-3-2, do not count length in a trump suit weaker than K-x-x-x or Q-10-x-x.)

ADD 2 pts. for six or more trumps.
DEDUCT 1 pt. for 4-3-3-3 distribution.

DEDUCT 1 pt. for only three trumps.

Single raise: 6 to 10 pts. (5 pts. if holding 5-card trump support, or unbalanced distribution).

Double raise: 13 to 16 points. At least 4 trumps.

Triple raise (to game in a major): freakish distribution, not more than 8 pts. in high cards.

**SUIT & NO TRUMP TAKE-
OUTS**

(of suit-bids of one)

One-over-one takeout: 5 or more pts.

Two-over-one takeout: (in a lower-ranking suit) 10 or more pts.

One-no-trump takeout: 6 to 10 pts.

Two-no-trump takeout: 13 to 15 pts.

CONTRACT BRIDGE
HONOUR-TRICK BIDDING
—Cont.

3 H.T. Raise to three no trump, or jump to three in a suit.

**RESPONSES TO TWO &
THREE NO TRUMP**

Raise to three no trump with $1\frac{1}{2}$ to $1\frac{1}{2}$ H.T. Pass with less; make a slam try with more. Any suit takeout is forcing. Any response to three no trump is a slam try.

**RAISES OF SUIT-BIDS OF
ONE**

Single raise: $1\frac{1}{2}$ to 2+ H.T. with adequate trump support. 1 H.T. is enough with 4 trumps and a doubleton, or 3 trumps and a singleton.

Double raise: 2+ H.T. with 5 trumps; $2\frac{1}{2}$ H.T. with Q-x-x-x, or J-10-x-x, or better, in trumps; 3 H.T. with any 4 trumps.

Triple raise (to game in a major): at least 5 trumps, unbalanced distribution, and 1 to $1\frac{1}{2}$ H.T.

**SUIT & NO TRUMP TAKE-
OUTS**

(of suit-bids of one)

One-over-one takeout: $\frac{1}{2}$ H.T., 6-card major suit. 1 H.T., 5-card suit. $1\frac{1}{2}$ H.T., 4-card biddable suit.

Two-over-one takeout: (in a lower-ranking suit) 2 H.T.; with a 6-card suit, $1\frac{1}{2}$ H.T.

One-no-trump takeout: $1\frac{1}{2}$ to 2+ H.T.

Two-no-trump takeout: 3 to $3\frac{1}{2}$ H.T.

Three-no-trump takeout: 4 H.T.

Jump suit takeout (forcing to game): $3\frac{1}{2}$ or more H.T.

CONTRACT BRIDGE**THE CULBERTSON SYSTEM****POINT-COUNT BIDDING—**
*Cont.***HONOUR-TRICK BIDDING**
—Cont.

Three-no-trump takeout: 16 to 18
pts.

Jump suit takeout (forcing to
game): At least 18 pts.

TRICK EXPECTANCIES

20 to 24 pts.	Part-score zone
25 pts.	Borderline game zone

26 pts.	Game zone
33 pts.	Small-slam zone
37 pts.	Grand-slam zone

DECLARER'S REVALUATION

If partner raises your suit, then in addition to your original points, count

1 pt. for a 4th trump not previously counted.

2 pts. if you have 6 or more trumps.

TRICK EXPECTANCIES

4 to 4½ H.T.	Part-score zone
5 to 5½ H.T.	Borderline game zone; often game in a major.

6 H.T.	Game zone
7 H.T.	Slam zone

REBIDS

If you expect your combined holding puts you in the part-score zone, make a minimum rebid; one no trump, a rebid of two in your first-bid suit, a rebid of one or two in a new suit, or a raise of partner's suit to two.

If you are probably in the game zone, make a strong rebid; two no trump; or three in a suit; or two in a suit that is higher-ranking than your first-bid suit (a "reverse bid").

If you are surely in the game zone, make a jump rebid, one trick more than is sufficient, or jump to game.

**PRINCIPAL BIDDING CONVENTIONS
IN CONTRACT BRIDGE**

Takeout double (also called *informatory double*, or *negative double*). A double of an opponent's bid of one, two, or three in a suit requests partner to bid his longest and strongest suit. No double is intended to be taken out, however, if the doubler's partner has made any bid, double, or redouble.

Cue-bids. A bid in the opponent's suit is forcing, and usually promises first-round control (the ace or a void) in that suit.

Forcing bids. A forcing bid requires partner to keep the bidding open—that is, to make sure that the player who forces will have another chance to bid. (This is a bridge convention, not a bridge law; there is no penalty for failure to respond to a forcing bid.)

Following are the forcing bids almost universally observed.

An opening two-bid in a suit is forcing to game.

Any jump bid of exactly one trick more than necessary is forcing to game. (Some such bids, in many systems, are not 100 per cent forcing but are very strong and are seldom passed by partner.)

A suit takeout of partner's opening bid is forcing for one round. Partner must rebid once, but thereafter may pass.

Blackwood convention. Developed in 1914 by Easley Blackwood. A bid of four no trump requires partner to respond so as to show how many aces he has: five clubs to show no ace, or to show all four aces; five diamonds to show one ace; five hearts, two aces; five spades, three aces. If, after a four-no-trump bid and response, a player bids five no trump, partner must respond six clubs to show no king; six diamonds to show one king; six hearts, two kings; six spades, three kings; six no trump, all four kings. In certain circumstances a four- or five-no-trump bid is not a conventional Blackwood bid, if the previous bidding makes it obvious that it cannot be a slam try.

4-5 no-trump convention. Introduced by Ely Culbertson in 1913, and first of the slam-bidding conventions. A bid of four no trump promises two aces and the king of a bid suit, or three aces. A response of five no trump shows two aces, or one ace and the king of all bid suits. A response in an unbid suit shows the ace or a void in that suit. The responder may jump to six in the best available trump suit if holding one ace or a void.

Two-club convention. Some players agree to use an opening two-club bid as the only opening bid that is forcing to game. The two-club bid is artificial—it does not necessarily promise any strength in the club suit. Partner must respond two diamonds (also artificial) if he has a weak hand; any other response shows strength.

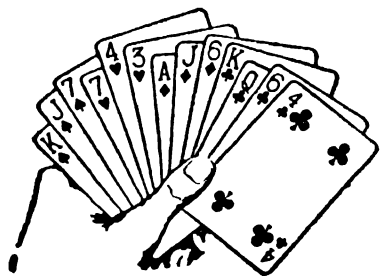
With most players who use the two-club bid, an opening bid of two diamonds, hearts, or spades shows a hand with $1\frac{1}{2}$ honour-tricks and a six-card trump suit, but less than enough for an opening one-bid. However, some players (especially in Europe) use the other two-bids to show a hand that is very strong but not quite strong enough to force to game.

Vanderbilt club convention. In the system devised by Harold S. Vanderbilt, an opening bid of one club is artificial and forcing, showing at least $3\frac{1}{2}$ quick tricks. Partner must respond one diamond (also artificial) if he has less than 2 quick tricks. Any other response is strength-showing and forcing to game.

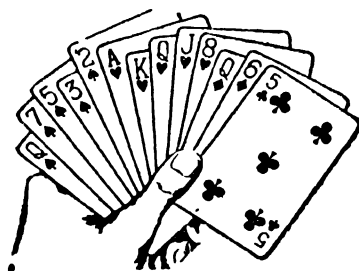
Stayman convention. First proposed by George Rapce and Samuel Stayman, this is a method of no-trump responses and rebids: A two-club response to an opening one-no-trump bid is artificial and forcing, and shows a hand ranging from fair to great strength. The opening bidder must rebid a four-card major suit if he has one; lacking one, he rebids two diamonds (artificial) to show a minimum hand, or two no trump to show a strong hand.

Illustrations of Contract Bridge bidding tactics. The following typical hands illustrate and explain the bidding tactics almost universally adopted by the most successful players.

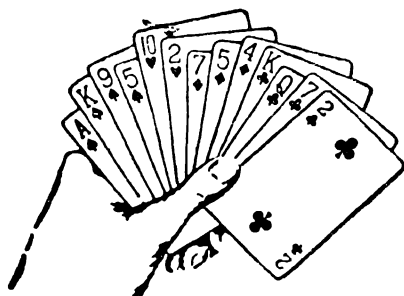
Each of the following hands is held by dealer, or by another player when every player before him has passed.



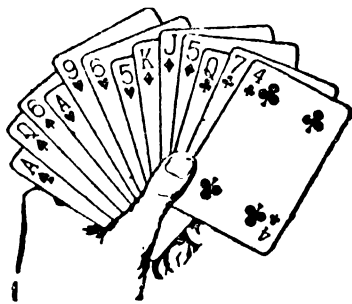
Bid one club. The hand barely meets the minimum requirements of three honour-tricks and a biddable suit (in clubs), but a hand strong enough to bid usually should be bid.



Bid one spade. With two five-card suits in a biddable hand, bid the higher-ranking suit first, even if the other suit is considerably stronger.



Bid one club. With two four-card suits, usually bid clubs if one of them is a club suit; otherwise usually bid the higher-ranking of the two suits.

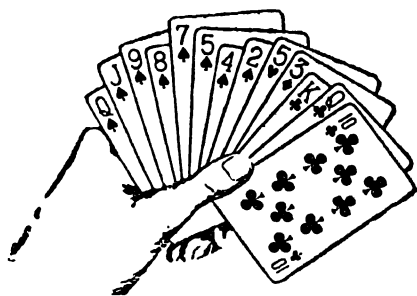


Bid one no trump. In some systems the one-no-trump bid shows $3\frac{1}{2}$ to $4+$ honour-tricks or 16 to 18 points in a hand of balanced distribution.

In Contract Bridge, a high opening suit bid is not necessarily stronger than a lower bid. An opening one-bid shows anywhere from the minimum of $2\frac{1}{2}$ or 3 honour-tricks (12 points) to 5 or even more honour-tricks (24 points). An opening two-bid is the strongest bid possible, showing a probability of making game even if partner would pass a one-bid. But an opening bid of three or four in a suit is often weaker in honour tricks than even a one-bid; it either shows a very long trump suit but usually only 2 honour-tricks (8 points) or less.

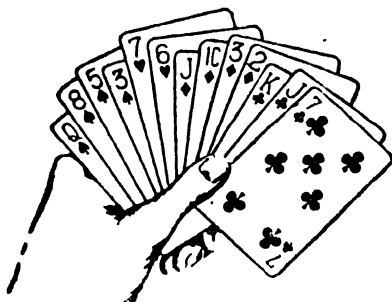


If playing Culbertson, bid two hearts. This bid is forcing to game; partner must keep the bidding open. The forcing two-bid should show a hand about this strong, or even stronger. If playing Two Clubs, this is a two club opening



Bid four spades. The opening three- or four-bid shows a long suit, and ability to win within two tricks of the contract if vulnerable, within three tricks if not vulnerable.

In each of the following cases a player has made an opening bid of one heart and his partner holds the hand shown, the intervening opponent having passed.



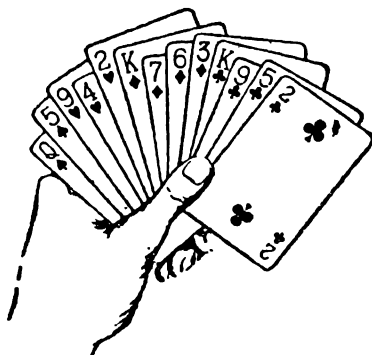
Bid one spade. Some response should usually be made (to partner's opening bid) on a hand with one honour-trick or more. A one-over-one response shows no greater strength than a one-no-trump response and should be preferred when available, even with so weak a suit.



Bid two hearts. Raise partner's major suit in preference to a weak suit or no-trump response, but prefer a one-over-one response if partner's suit is a minor. A raise requires adequate trump support—any four trumps, or three trumps as good as J-10-x or Q-x-x.

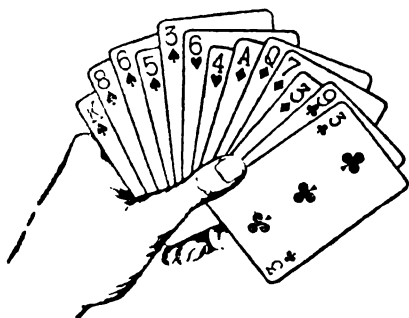


Bid two clubs. A response that increases the contract in a new suit requires a somewhat stronger hand—two honour-tricks, or at least 10 points, with a five-card suit.



Bid one no trump. The response of one no trump usually denies sufficient strength to bid a new suit or raise. With a weaker hand, a pass would be proper.

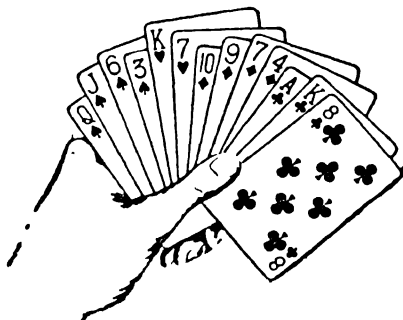
Each of the following hands is held by a player whose right-hand opponent has made an opening bid of one heart.



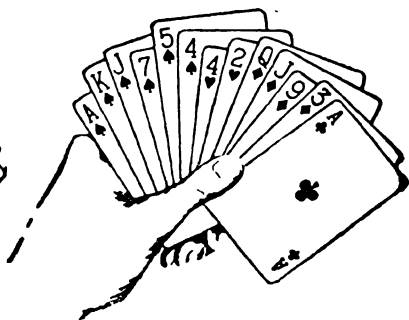
Bid one spade if not vulnerable, but pass if vulnerable. A defender's overcall should be strong enough to avoid a greater set than 500 points, if doubled. An overcall is a strictly limited bid—it denies a hand strong enough for a double. Partner should not respond to it unless he thinks a game is possible.



Pass, whether vulnerable or not. Honour-tricks alone do not qualify a hand for an overcall, as they do for an opening bid. Playing strength is more important. Seldom should one overcall, even when not vulnerable and even with a one-bid, without at least a five-card suit.



Double. This is a takeout double, asking partner to respond by bidding his longest and strongest suit. It requires three or more honour-tricks and support for every unbid suit. The takeout double requires three or more honour-tricks, though this requirement may be reduced if one is safely able to support any response partner may make on even a very weak hand.



Double. Prefer a takeout double to an overcall on a strong hand. The spade suit will be bid at the next opportunity, in any case, and the double will have shown that the hand is strong. An overcall of one spade would risk missing a game if partner were too weak to raise a mere overcall.

LEADING AND PLAYING CONVENTIONS — CONTRACT AND AUCTION BRIDGE

In leading, one should select the highest card in sequence of the suit led, as K from K-Q or K-Q-J; except that from a suit of three or more cards headed by A-K, the king and not the ace is led. From a short suit (three cards or less) the highest is usually led; from a longer suit not including a sequence of honours, the fourth-highest card is usually led. There are exceptions, as shown in the table of leads on page 152.

In playing to a trick (as distinguished from leading) one should select the lowest of equal cards; thus, whereas from Q-J the queen would be led, the jack would be played in a later position.

Falsecarding. The defenders should usually play conventionally. When a defender falsecards (plays unconventionally) it should be because he calculates the advantage of deceiving declarer to outweigh the risk of loss from deceiving his partner.

Declarer, however, cannot lose by falsecarding, since he has no active partner to deceive.

Rule of eleven. When a player leads his fourth-highest card of a suit, his partner (and, of course, declarer as well) by subtracting the index number of the card from 11 can know the number of higher cards in the other three hands. For example, West leads $\spadesuit 5$. East then knows that the South, East and North hands together contain exactly six diamonds higher than the $\spadesuit 5$. If East holds two of these cards, and sees three in dummy, he knows that declarer holds only one diamond higher than the five.

CONVENTIONAL LEADS

(Condensed, by permission, from Culbertson's Summary,
by Ely Culbertson)

HOLDING IN SUIT	LEAD AT SUIT BIDS	LEAD AT NO TRUMP
A-K-Q alone or with others	K, then Q	K, then Q
A-K-J-x-x-x-x	K, then A	*A, then K
A-K-J-x-x or A-K-x-x(-x)	K, then A	Fourth best
A-Q-J-x-x	A	Q
A-Q-10-9	A†	10
A-Q-x-x(-x)	A	Fourth best
A-J-10-x	A†	J
A-10-9-x	A	10
A-x-x-x(-x)	A	Fourth best
A-K-x	K	K
A-K alone	A	K†
K-Q-J alone or with others	K, then J	K, then Q
K-Q-10 alone or with others	K	K
K-Q-x-x(-x-x)	K	Fourth best
K-Q alone	K	K
K-J-10 alone or with others	J	J
K-10-9-x	10	10
Q-J-10 or Q-J-9 alone or with others	Q	Q
Q-J-x or Q-J	Q	Q
Q-J-8-x (four or more)	Q	Fourth best
Q-10-9 alone or with others	10	10
J-10-9 or J-10-8 alone or with others	J	J
J-10-x or J-10	J	J
J-10-x-x or more	J	Fourth best
10-9-8 or 10-9-7, alone or with others	10	10
10-9-x-x(-x)	10	Fourth best
K-J-x-x(-x-x)	Fourth best	Fourth best
Any other four-card or longer suit not listed above	Fourth best	Fourth best

LEADS IN PARTNER'S BID SUIT

HOLDING IN SUIT	LEAD AT SUIT BIDS	LEAD AT NO-TRUMP
A-x, K-x, Q-x, J-x, 10-x, <i>or any other doubleton</i>	High card	High card
J-10-x, 10-x-x or x-x-x	Highest	Highest
A-J-x, A-x-x, K-J-x, K-x-x, Q-10-x, Q-x-x, J-x-x	Highest	Lowest

* The lead of the ace of an unbid suit at a no-trump contract requests partner to follow suit with his highest card of the suit led, even the king or queen, unless dummy reveals that the play of such a card would sacrifice an eventual trick.

† Usually not a good lead at this contract.

PERCENTAGES

CONTRACT BRIDGE

HOLDING IN SUIT	LEAD AT SUIT BIDS	LEAD AT NO-TRUMP
Q-J-x(-x)	Q	Q
A-x-x-x or better	A	Fourth best
K-Q-x(-x)	K	K
Any other 4 or more cards	Fourth best	Fourth best

PERCENTAGE TABLES

for Contract Bridge and other games in which a 52-card pack is dealt into four 13-card hands

The following tables are expressed in percentages; see the preamble to the tables of Poker probabilities on page 107.

TABLE 1

Distributions of the cards of a suit among the hands of the four players; and distributions of the four suits in the thirteen cards held by one player.

DISTRIBUTION	PERCENTAGE	DISTRIBUTION	PERCENTAGE
4-4-3-2	21.55	7-3-3-0	0.26
4-3-3-3	10.53	7-5-1-0	0.11
4-4-4-1	3.	7-6-0-0	0.005
5-3-3-2	15.5	8-2-2-1	0.2
5-4-3-1	13.	8-3-1-1	0.12
5-4-2-2	10.6	8-3-2-0	0.1
5-5-2-1	3.17	8-4-1-0	0.04
5-4-4-0	1.24	8-5-0-0	0.003
5-5-3-0	0.9	9-2-1-1	0.02
6-3-2-2	5.6	9-3-1-0	0.01
6-4-2-1	4.7	9-2-2-0	0.008
6-3-3-1	3.5	9-4-0-0	0.0009
6-4-3-0	1.3	10-2-1-0	0.001
6-5-1-1	0.7	10-1-1-1	0.0004
6-5-2-0	0.65	10-3-0-0	0.0001
6-6-1-0	0.07	11-1-1-0	0.00002
7-3-2-1	1.9	11-2-0-0	0.00001
7-2-2-2	0.5	12-1-0-0	0.0000003
7-4-1-1	0.4	13-0-0-0	0.000000006299
7-4-2-0	0.36		

This table gives *a priori* probabilities only. For example, it should not be assumed that when the combined hands hold eight cards of a suit divided 4-4, there is a 21.55 per cent chance that the five outstanding cards of that suit will divide 3-2, because that is the percentage of probability that a 4-4-3-2 distribution will be dealt; while if the

CONTRACT BRIDGE**PERCENTAGES**

combined eight cards are divided 5-3, there is only a 15·5 per cent expectancy of a 3-2 break. Consult Table 4, regardless of the way a given suit holding is divided between the partnership hands.

TABLE 2

Chances that the combined hands of a partnership will hold a suit-length of:

AT LEAST	PERCENTAGE	AT LEAST	PERCENTAGE
7 cards	100·	11 cards	1·6
8 cards	84·	12 cards	0·16
9 cards	39·	13 cards	0·006
10 cards	8·7		

TABLE 3

The chances that you will be dealt the following holdings in high cards are:

HOLDING	PERCENTAGE	HOLDING	PERCENTAGE
All four aces	0·26 (1 in 385)	No ace	30·
Three aces	4·	No face card	0·36 (1 in 275)
Two aces	21·	No honour-card	0·054 (1 in 1828)
One ace	44·	(ten or higher)	

A hand with no card higher than a nine is called a Yarborough, because the Earl of Yarborough bet all comers that in any given hand they would hold at least one ten or better card; the earl gave odds of 1,000 to 1, whereas proper odds were 1827 to 1.

TABLE 4

The chances that the opponents' cards in a suit will be divided in a given way (neither opponent's hand being known):

YOUR COMBINED HOLDING IN SUIT	OPPONENT'S HOLD	OPPONENT'S CARDS IN SUIT WILL BREAK	
11 cards	2 cards	1-1	52 %
		2-0	48 %
10 cards	2 cards	2-1	78 %
		3-0	22 %
9 cards	4 cards	3-1	49·7 %
		2-2	40·7 %
		4-0	9·6 %
8 cards	5 cards	3-2	68 %
		4-1	28 %
		5-0	4 %

PARTY BRIDGE

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YOUR COMBINED HOLDING IN SUIT	OPPONENT'S HOLD	OPPONENT'S CARDS IN SUIT WILL BREAK	
7 cards	6 cards	4-2	48.4 %
		3-3	35.5 %
		5-1	14.5 %
		6-0	1.5 %
6 cards	7 cards	4-3	62 %
		5-2	30.5 %
		6-1	6.8 %
		7-0	0.5 %
5 cards	8 cards	5-3	47 %
		4-4	32.8 %
		6-2	17 %
		7-1	2.9 %
4 cards	9 cards	8-0	0.2 %
		5-4	59 %
		6-3	31.4 %
		7-2	8.6 %
		8-1	1 %
		9-0	0.04 %

TABLE 5

The chance that an opponent's honour will be guarded is:

ONE OUTSTANDING HONOUR WILL BE

YOUR COMBINED HOLDING	UNGUARDED	GUARDED ONCE ONLY	GUARDED ONLY TWICE	GUARDED THREE TIMES OR MORE
11 cards	52.0%	48%		
10 cards	26.0%	52%	22%	
9 cards	12.0%	41%	37%	10%
8 cards	5.0%	27%	41%	27%
7 cards	2.0%	16%	36%	46%
6 cards	1.0%	9%	27%	64%
5 cards	0.4%	4%	18%	78%
4 cards	0.1%	2%	10%	87%

PARTY BRIDGE

Four, five or six players make one Bridge game; eight players make two tables. Twelve or more players in even fours may play Progressive Bridge, the most popular form of Bridge-playing in parties. Serious players may play Duplicate Bridge, if the number available is precisely four, eight, twelve, or any greater number of players in even pairs.

Duties of the host or hostess. The hostess (or host) should make all decisions as to what form of Bridge is to be played. She should tell her guests where to play, and with whom, and should decide the rules to

CONTRACT BRIDGE

PIVOT BRIDGE

be followed. She should consider the probable desires of her guests but should not consult them; for any disagreement among them would put her in an uncomfortable position.

The host or hostess should play in the game, when possible; it is embarrassing to guests when the host or hostess insists on deferring places at the table to them. An exception is found when there are exactly seven players available. Unless they will be satisfied to play some game other than Bridge, the best solution is to persuade them to play a six-hand Bridge game.

When there are eight players, the four best should be put at one table and the other four at the other, but the reason for the grouping should not be stated.

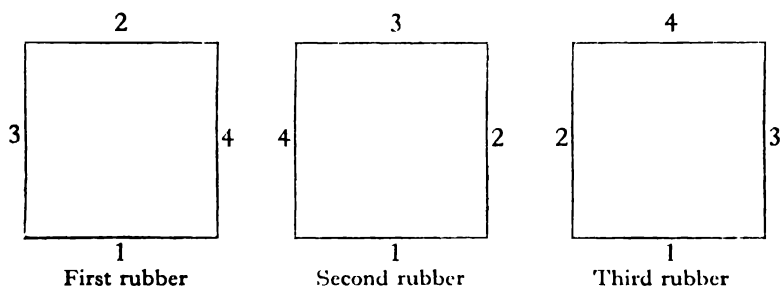
Set and semi-set matches. If a husband and wife must play at the same table, the hostess may suggest a set match, in which the husband and wife are permanently partners. With only four players, the carried couple will remain partners throughout, and there is this slight deviation from the usual scoring method: Instead of figuring the score of each rubber to the nearest 100 points, the entire score is carried over from each rubber to the next.

When husband and wife play in a cut-in game, it may be "semi-set". When husband and wife are both in the game, they are always partners. When either is cut out, partnerships are determined as usual.

Set and semi-set matches should not be suggested when the married couple are patently superior, or patently inferior, to the players against whom they would be pitted.

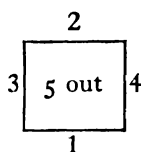
Pivot Bridge. When one player in the game is far superior, or far inferior, to the others, pivot play should be suggested; this permits each player to play an equal number of times as the partner of each other. The schedules are as follows.

Four players. Before the first rubber, cut for partners and seats as usual. Considering that each player has a number, change at the end of each rubber, as follows.

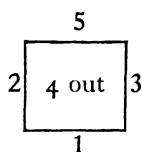


Five players. Before the first rubber, cut for partners and to establish precedence, the player cutting the highest card being No. 1, the player cutting the lowest card being No. 5. Change partners as follows:

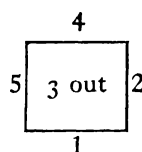
PROGRESSIVE BRIDGE



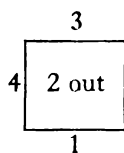
1st Rubber



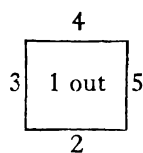
2nd Rubber



3rd Rubber



4th Rubber



5th Rubber

Double rubbers. On the completion of the schedule, players cut to begin the schedule anew; or, if they know in advance that they will have time, they may play double rubbers, in which a partnership remains together until two rubbers have been completed.

PROGRESSIVE BRIDGE

Twelve or more, in even fours, may play. Place the tables in as nearly circular arrangement as possible.

Each table should have its number conspicuously placed on it, and should be provided with at least two score-pads and pencils, and with two unopened packs of cards.

MY SCORE		OPPONENTS SCORE	
1	720	1	
2	50	2	810
3	1530	3	200
4	380	4	650
5	1160	5	50
6	1670	6	
7	200	7	1540
8		8	
TOTAL	5890	OPPOSITES TOTAL	3250

Prepare the tally cards in advance. Some tally cards have the "table and couple numbers" printed on them; others must be properly marked with pen or pencil. Two separate piles of tally cards should be made (of different-coloured tallies); each pile should contain one tally for each table and couple number; thus, a card marked "Table 1—Couple 1" in each pile. As the guests arrive, each lady draws a card from one pile, and each gentleman from the

other pile, so that (if there are equal numbers of ladies and gentlemen) the game will begin with a mixed couple as partners at each table.

When all guests are seated, make a clear announcement of the rules of the game (a specimen announcement is given below).

A prize must be provided for the highest score and a "booby" prize

for the lowest score; at mixed parties, there should be two prizes for each, one for the ladies and one for the gentlemen; at unmixed parties there should be a prize for the second-highest score, but no second booby prize. Special prizes may be offered for the first slam bid and made, the most slams, the highest score in any round, etc.

The Progressive Bridge Laws (next page) say that each player must subtract his opponents' score from his own after each round is completed. This is the only logical way to determine the winner, but it is usually unpopular. Since it is the duty of the hostess to please her guests, it is usually wiser for the hostess to let each player score all the points she makes.

But whatever the scoring system, insist that each player enter her opponents' score for each round on her tally card, as well as her own. At the end of the game, add up the "My Score" totals on all the cards, and the "Opponents' Score" totals on all the cards; unless these totals are the same, there is an error in addition or in entering a score on one of the tallies. When the prizes are valuable, it is worth while checking to see where the error occurred, to make sure the prize is not given to the wrong person because of a scoring error.

When it appears that all tables but one have finished, walk to that table so that the progression may be called just as soon as the last deal is finished and while those players are adding and entering their scores.

Urge the guests to call you when there is any irregularity for which a penalty is demanded. When angry arguments arise, it is no crime for the hostess to make compromises so that each side gets the full score it would have had if the irregularity had never occurred.

There may be exactly as many rounds as there is time for. About twenty minutes before she wants the game to end, the hostess may say, when calling the progression, "This will be the last round. At the end of this round, add up your scores, write your names on your tallies, and bring them to me."

The following is a specimen announcement that the hostess may make before the game begins, with such changes as the circumstances require:

"For this first round, the two ladies draw for deal; high deals. After the first round, the visiting lady—the one who has just come to the table—will deal.

"You will play four deals in each round, one by each player. If a hand is passed out, it is not dealt over—each side simply scores zero for that deal.

"On the first deal, neither side is vulnerable; on the next two deals, the dealer's side is vulnerable and the other side is not; on the last deal, both sides are vulnerable.

"After the fourth deal, add up your scores, but wait till I call the progression. Then the couple with the high score at each table will move to the next table and change partners, except at Table 1, where the couple with the high score will remain and not change partners, and the losing couple will go to Table (the table with the highest number).

"You get 500 points extra for game in one hand, vulnerable; 300

points extra for game in one hand, not vulnerable; and 50 points extra when you bid and make a contract which is not game.

"Doubling and redoubling are permitted, but no one may score more than 1,000 points in a single hand, except by bidding and making a slam.

"Please call me if there is anything you do not understand."

Before planning or starting the game, the hostess should carefully read the Laws of Progressive Bridge and be sure that she understands them.

THE LAWS OF PROGRESSIVE BRIDGE

Arrangement of tables. 1. The game is played by two or more tables of four players each. The tables are numbered consecutively from Table No. 1 to the highest number.

Comment: It is customary to provide each table with two packs of cards having different backs. The tables should be numbered conspicuously for the convenience of the players, and each one should be provided with one or more pencils and a score pad showing contract scoring.

Tally cards. 2. Prior to the beginning of play, the game director or committee prepares individual tally cards, one for each player. Each tally card bears a table number and designates a position (North, South, East, or West) at the table.

The tally cards may be drawn at random by the players or assigned by the game director, as he prefers. When play is called each player takes the position assigned by his tally card.

Comment: At mixed parties it is customary to arrange the tallies and seat assignments so that a gentleman will always have a lady as a partner and vice versa. This is accomplished by having tallies of two different kinds or colours, one for the ladies and the other for the gentlemen.

A round. 3. A round consists of four deals, one by each player. When all tables are through play, the game director gives a signal and the players move to their positions for the next round according to the type of progression used.

Comment: Each round should take about 20 minutes and the average session of play is from 6 to 7 rounds.

A deal passed out. 4. Only four hands are dealt at each table, one by each player. If a deal is passed out (that is, if all four players pass at their first opportunity to declare), the deal passes to the left and both sides score zero for that deal.

Method of progression. 5. At the conclusion of each round, the winning pair at Table No. 1 remain and the losing pair move to the last table. At all tables except Table No. 1, the losers remain and the winners move up one table towards Table No 1.

Comment: The above is the standard method of progression, but this may be waived or altered to suit the wishes of the game director or the players. Special tallies may be arranged or obtained, assigning positions for each round in such a way as to give each player as wide a variety of partners as possible.

Selection of partners. 6. At mixed parties, it is customary but not essential for a gentleman to play with a lady partner and vice versa. If the standard method of progression is used, the visiting lady at each table becomes partner of the gentleman who remains.

If the players are all of the same sex, the four players at each table draw cards to determine partners at the start of each round. The two new arrivals at each table draw first, and the one drawing higher has choice of seats and is the first dealer. The one drawing lower sits at the left of the first dealer. The two players who remain at the table from the preceding round then draw; the higher becomes the partner of the dealer. Thus all players change partners after each round.

Comment: Since the chief function of progressive bridge is social, it is preferable to change partners at each round. However, if for some reason a pair contest is desired, the same partnerships may be retained throughout by simply progressing as described in Law No. 5 without changing partners at the next table. Another method is to have the original N-S pairs remain in the same positions throughout the game, and to have the E-W pairs progress one table at a time until they reach Table No. 1, and then go to the last table. In this case, the progression is followed automatically, regardless of which pair wins at each table.

Draw for deal. 7. Unless the dealer is already determined under Law No. 6, the four players at a table draw for first deal. The player who draws highest is the first dealer and may select either pack.

Progressive Bridge scoring—*Comment:* With the exceptions specifically mentioned below, the scoring for Progressive Bridge is exactly the same as for Rubber Bridge:

Each deal is scored and recorded separately, and no trick points are carried over from one deal to the next.

Game is 100 points for tricks bid and made in one deal. The game premium is 300 points, if not vulnerable, and 500 points if vulnerable, and it is allowed only when game is bid and made in one deal.

A premium of 50 points is scored for making any contract less than game. This premium is in addition to the value of the tricks made. Premiums for a small and grand slam are allowed only if bid for.

Scoring limits. 8. A side may not score more than 1,000 points in a single deal, except in the case of a slam contract fulfilled.

Comment: It is not correct to prohibit doubles or redoubles. The limitation of penalties avoids the necessity of this restriction.

Vulnerability. 9. The first deal of each round shall be played and scored as if neither side were vulnerable.

The second and third deals of each round shall be played and scored as if the dealer's side were vulnerable and the other side not vulnerable.

The fourth deal of each round shall be played and scored as if both sides were vulnerable.

Comment: This is the most desirable method of determining vulnerability in Progressive Bridge, but if preferred all deals may be played as though neither side were vulnerable, or all deals as though both sides were vulnerable. In any event, the method should be announced before play starts.

Recording the score. 10. One of the four players at each table is appointed to record the score. He enters the result of each deal on the score pad separately and, at the end of the round, totals all the points made by each side.

He enters on the individual tally of each player the points made by that player's side and also the points made by the opponents.

Comment: Correctly designed tallies provide spaces to record both "My Score" and "Opponent's Score". It is important that both be entered on the tally, for otherwise the record would be meaningless. [But most players prefer to count only the scores they make themselves, regardless of their opponent's score.]

Computing total scores. 11. At the conclusion of the game, each player totals his score. He also totals the scores of his opponents, as recorded on his tally, and subtracts his opponents' total from his own. The difference, plus or minus as the case may be, is recorded in the space provided at the bottom of his tally.

Comment: Let us suppose that a player scores 2,460 points, and the opponents score 1,520 points against him. This makes his net score +940 for the entire session. On the other hand, if a player scores only 1,650 points, and the opponents score 1,940 points against him, then his net score for the session is -290 points. Do not make the mistake of recording only plus scores, for that method gives false results, and is likely to lead to improper doubling and redoubling.

Determining the winner. 12. The player with the largest plus score is the winner. Other players with plus scores rank in descending order followed by the players with minus scores, the one with the largest minus being last.

Comment: The method of awarding prizes is left to the discretion of the game director. At mixed parties it is usual to award one or more prizes to the highest ladies and one or more prizes to the highest gentlemen.

PROGRESSIVE RUBBER BRIDGE

Progressive Rubber Bridge follows the methods of progression and change of partners described in the preceding laws, but the scoring is somewhat different.

Under this arrangement it is preferable to play 6 or 8 deals to a round, or to fix the length of a round by a definite time limit—say 30 minutes. If the length of a round is determined by a time limit, any deal which has been started before time is up may be completed, but no new hand may be dealt.

Rubber scoring is used. [See the scoring instructions on pages 129 *sqq.*] As many rubbers as possible are completed during the time allotted. A rubber completed in two games carries a bonus of 700 points. A three-game rubber carries a bonus of 500 points. If a side has won one game towards a rubber and the other side has not won a game, 300 points are allowed for the single game won. If a rubber is unfinished and one side has made one or more part-score contracts in an unfinished game, but the other side has made no part-score in that game, the side with the part-score(s) adds 50 points to its score.

Vulnerability is determined by the state of the score and not according to Law No. 9 in the Progressive Code. A side is vulnerable when it has won a game and remains vulnerable until the conclusion of that rubber. However, vulnerability lapses at the conclusion of a round and a new rubber is started at the beginning of each new round.

At the end of a round each player enters on his tally only his net gain or loss—not his total score. At the end of the session these net gains and losses are totalled and the player's final score, plus or minus as the case may be, is entered at the bottom of this tally.

[If each side is permitted to enter all the points it has scored, without subtracting its opponents' score; and if each side has scored a game towards an unfinished rubber, then each side adds 300 points to its score; and if each side has a part-score in an unfinished game of an unfinished rubber, then each side adds 50 points to its score.]

DUPLICATE CONTRACT BRIDGE

The controlling principle of Duplicate Bridge is that each partnership, or pair, compares its scores only against the scores of pairs that held the same cards in the same deal. Each deal, having been bid and played, is preserved in its original form so that it may be played by other players and the scores compared. This is intended to eliminate the luck of the deal from Contract Bridge, and to a large extent it does so.

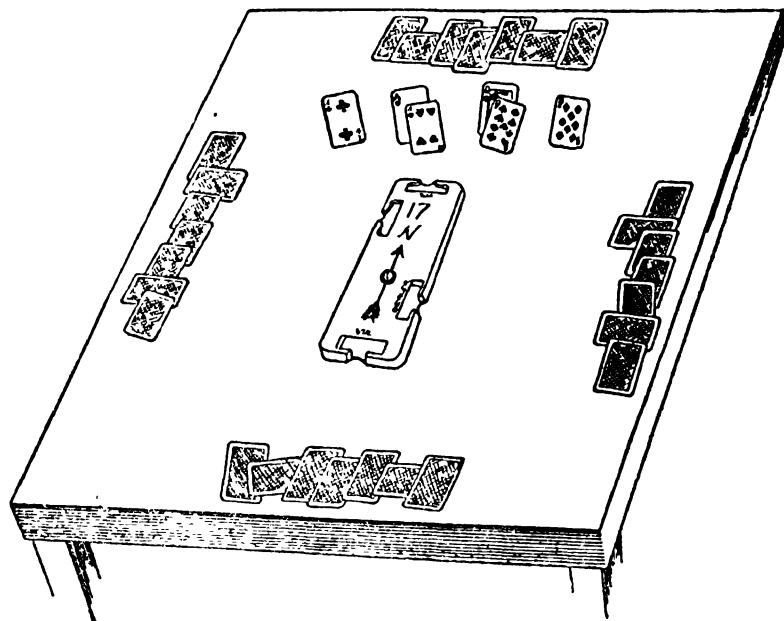
Number of players. Four players in two partnerships may play Replay Duplicate. Eight or more players may play a pair game, an individual game, or a team-of-four match.

Equipment. A set of duplicate boards, or trays, and one pack of cards for each board. Each tray has four pockets, corresponding to the compass points, for holding the hands of the respective players. The face of each tray is marked with an arrow pointing towards one pocket, and with an indication of the dealer and vulnerability. There should be at least 16 boards to a set, numbered consecutively, with dealer and vulnerability as follows:

DEALER	VULNERABILITY
N—1, 5, 9, 13	Neither—1, 8, 11, 14
E—2, 6, 10, 14	N-S only—2, 5, 12, 15
S—3, 7, 11, 15	E-W only—3, 6, 9, 16
W—4, 8, 12, 16	Both—4, 7, 10, 13

Boards numbered 17 to 32, if used, correspond to boards 1 to 16 respectively except in their identifying numbers.

Shuffle and deal. Any player, in the presence of an opponent or of the tournament director, prepares a board by shuffling the pack of cards and dealing it, one card at a time face down, into four packets, each of which he inserts in a pocket of the duplicate board.



The auction. The arrow on the board is pointed in the direction of the room designated as North. Each player takes the hand from the pocket nearest him, and counts his cards to make sure he has thirteen. The player designated as dealer calls first, and the auction proceeds until the contract is determined. There is no redeal when a hand is passed out.

The play. The opening lead, exposure of dummy, and subsequent play are as in Rubber Bridge, except: After a trick is completed, each player retains possession of his card and places it face down on the table directly in front of him, pointed lengthwise towards the partners who won the trick. Declarer plays dummy's cards by naming or touching them, and dummy turns them and keeps them in front of him.

Scoring. The score of each board is independent of the scores of the other boards, and trick points scored on one board cannot count

CONTRACT BRIDGE

DUPLICATE BRIDGE

towards game on a subsequent board. No rubber premium is scored. Instead the following premiums are scored:

	DEALER'S SIDE	
	VULNERABLE	NOT VULNERABLE
For bidding and making a game contract	500	300
For making a contract of less than game	50	50

If match-point scoring is used to determine the winner of the game, there is no premium for holding honours in one hand.

In other respects the scoring of each board follows the schedule shown on page 129.

Determining the winner. Match-point scoring is always used in individual games, is most often used in pair games, and may be used in team-of-four games or replay games. Cumulative (or "total point") scoring may be used in pair and team-of-four games. These methods are explained on the following pages.

IRREGULARITIES IN DUPLICATE BRIDGE

Rubber Bridge and Duplicate Bridge are governed by the same laws so far as the nature of the two games makes it possible. The Laws of Contract Bridge (pages 114 *sqq.*) govern in Duplicate Bridge except as provided below. The following description and the laws of the game are condensed, by permission, from The Laws of Duplicate Contract Bridge, 1919 by the National Laws Commission of the American Contract Bridge League.

Tournament Director. One person, who may be a player, must be appointed to conduct and supervise the game or tournament. His duties include: listing the entries; selecting suitable movements and conditions of play; maintaining discipline; administering the laws; assessing penalties and assigning adjusted scores; collecting and tabulating results.

Drawing attention to an irregularity. The Director must be summoned as soon as attention is drawn to an irregularity. Players do not have the right to assess or waive penalties on their own initiative.

Adjusted score. The Director may assign an adjusted score when the laws provide no penalty which will fully indemnify a non-offending contestant for an opponent's irregularity, or when no rectification can be made that will permit normal play of the board; but may not assign an adjusted score on the ground that the penalty provided by the laws is unduly severe or unduly advantageous to the non-offending side. An adjusted score may be assigned by altering the total-point score on the board, or by the assignment of zero or more match-points. Penalty points may be assessed against the offending side, indemnity points given to the non-offending side; these need not balance.

Bidding and playing conventions. A player may make any call or play (including an intentionally misleading call such as a "psychic" bid) except that he may not make a call or play based on a partnership

understanding unless the opposing pair may reasonably be expected to understand its meaning, or unless his side has announced its use before either member has looked at his hand. If the Director decides that a pair has been damaged through its opponents' failure to make such announcement, he may assign an adjusted score.

The Director, on a player's request, may require the player who made a call or play to leave the table, and his partner to explain its meaning.

The Director (or other authority) may forbid the use of such conventions as might place other contestants at a disadvantage or take too long to explain.

Dummy's rights. In addition to the rights stated on page 121, dummy may: notify the Director of any matter that may affect the legal rights of his side; keep count of the tricks won and lost; draw attention to another player's card played to the preceding trick and pointed in the wrong direction. He may play the cards of the dummy hand as directed by declarer; if he places in the played position a card that declarer did not name, the error may be corrected before a card has been led to the next trick and a defender may withdraw a card played after the error but before attention was drawn to it. If dummy (in the Director's opinion) suggests a play, the Director may require or forbid declarer to play that card or its equivalent.

Error in play from dummy. Declarer may change his designation of a card to be played from dummy if he does so practically in the same breath, or if he designated a card that is not there.

Improper information. If a player receives improper information about a board, he should notify the Director; who shall require that the board be played and scored normally if that seems feasible, and otherwise shall assign an adjusted score. Examples of improper information: Looking at the wrong hand; seeing another player's card before the auction begins; overhearing calls or remarks; partner's improper remark or gesture.

Revoke time limits. A revoke made in the twelfth trick must be corrected if discovered before all four hands have been returned to the board. An established revoke is not subject to penalty if attention is first drawn to it after the round has ended and the board has been moved. In all other respects the provisions stated on page 125 apply.

Claims and concessions. The concession of a trick which cannot be lost by any play of the cards is void, provided the error is brought to an opponent's attention before the round has ended and the board has been moved. The concession of a trick the player has in fact won is void, provided the error is brought to the Director's attention within 30 minutes after the end of the session.

If a claim or concession is disputed, the Director must be summoned and no action should be taken without him. The Director determines the result on the board, awarding any doubtful trick to the claimant's opponents.

Wrong number of cards. If the Director decides that one or more pockets of the board contained an incorrect number of cards, he should correct it if possible, and should then require that the board be played normally unless a player gained information of sufficient importance to warrant assigning an adjusted score.

Interchanged cards. If the cards or hands in a board become interchanged during a session, the Director rates separately each group that played identical boards as follows: Each score receives 1 match-point for each lower score in the same group, $\frac{1}{2}$ match-point for each identical score in the same group, and $\frac{1}{2}$ match-point for each pair in the other group(s).

Disciplinary penalties. For an error in procedure (failure to count cards, playing the wrong board, etc.) which requires an adjusted score for any contestant, the Director may assess a penalty against the offender (10 per cent of the maximum match-point score on one board is recommended). A similar indemnity may be awarded to a contestant who is required to take an adjusted score through no fault of his own. The Director may increase the penalties for flagrant or repeated violations. In total-point play, 100 total points are equivalent to 1 match-point.

Appeals. If there is a tournament or club committee in charge, appeal may be made to it from any ruling of the Director on a question of disputed fact or an exercise of discretionary power.

REPLAY DUPLICATE—FOR FOUR PLAYERS

Replay Duplicate is a contest between two pairs. It is played in two sessions, called the *original play* and the *replay*.

The players take places, one being designated North. The boards are shuffled, and are played with the arrows pointing North. Any number of boards is feasible.

A separate score slip is kept for each board. At the close of the session the boards and score slips are laid aside where they will be undisturbed.

At some later time, the same four players take the same relative positions about the table. The boards are replayed with the arrows pointing East. Again a separate score slip is kept for each board.

The scoring may be by match points or total points. If the former method is used, each deal is treated as a separate match. The pair having the better net score on a deal is credited with 1 point. The final scores are the totals of these match points.

If total-point scoring is employed, the two slips for each deal are compared, and the pair having the net plus score is credited with that amount. The net scores for all deals, so determined, are totalled, and the pair having the larger total wins the difference.

The game tends to become a test of memory rather than of bridge skill. To check this tendency the following measures are recommended:

1. Do not play the boards in consecutive order. Choose the tray to be played next at random from the stack.

2. Avoid comment of any sort about the deal after its original play.
3. Allow at least a week to elapse between the original play and the replay.

It is sometimes desired to make the game a test of skill in the play alone. The bidding during the original play is then recorded, and for the replay this bidding is read to fix the contract and declarer.

INDIVIDUAL CONTESTS—FOR EIGHT OR TWELVE PLAYERS

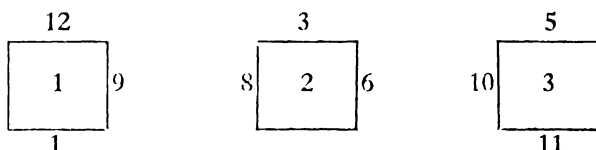
In an individual game, each player plays once with every other as partner, and twice against every other as opponent.

The initial seating of the players in games for two or three tables is shown below:

TWO TABLES



THREE TABLES



The game may be conducted without guide cards, thus:

1. Allow the players to take places at random. Reserve the North position at Table 1 for the supervisor; this player is "anchor", retaining his seat throughout the game.

2. From this schedule inform each player of his number, and tell him who is the player of the next-lower number.

3. Announce that after each round, all players but the anchor will progress, each player taking the seat vacated by the player of next-lower number. (Player 1 follows Player 7 or 11 respectively.)

A new set of boards is played in each round. They are all played at all tables, being circulated at convenience. The eight-player game requires seven rounds, with a total of 14, 21, or 28 boards. The twelve-player game requires eleven rounds, and the only feasible number of boards is 33.

The scoring of individual contests is by match-points.

**TEAM-OF-FOUR CONTEST — FOR
EIGHT PLAYERS**

The team-of-four match between two teams has long been recognized as the most accurate test of Bridge skill known. Two tables are provided, in different rooms if possible. One pair of Team 1 sit N-S at Table 1, and the other pair sits E-W at Table 2. The members of Team 2 take the remaining positions, its E-W pair playing at Table 1 and its N-S pair at Table 2.

The number of boards to be played should be a multiple of 4. From one to one and one-half hours are usually required for the play of twelve boards. The first fourth of the boards are placed on Table 1 and the second fourth on Table 2. These boards are shuffled, dealt, played and scored.

The two tables then exchange boards, each replaying the ones played at the other table. Care must be taken to see that in every case the arrow points towards the North player.

When the boards have been replayed, the two pairs of Team 2 exchange places, retaining the same partners but playing against the other pair of opponents. The remaining boards are divided equally between the two tables, to be shuffled, dealt, played, scored, exchanged and replayed as explained above.

When all the boards have been replayed, the team whose members, considering all boards and all scores, have a net plus score, is the winner.

**MITCHELL PAIR GAMES — FOR THREE OR
MORE TABLES**

The Mitchell game is the simplest and most popular of the Duplicate pair movements.

One way of the room is arbitrarily designed at the North-South direction, regardless of the actual compass direction. The tables are numbered and arranged in numerical order with Table No. 1 at the North end of the room. With players of average speed about 24 boards can be played in three hours.

The entire number of boards to be played is equally divided into as many sets as there are tables. The method of distribution depends upon whether the number of tables is odd or even. With an odd number of tables, one set is placed on each table, beginning with Table 1, which receives the lowest numbered set of boards, the next set on Table 2, and so on.

Each pair of players takes as its pair number the number of the table at which it starts play. At Table 4, for example, would be North-South pair 4 and East-West pair 4. These numbers are retained throughout the contest.

When the signal to commence play is given the boards at each table are bid, played, and scored.

When the play of the original set of boards at each table has been completed the tournament director gives the signal to progress. The North-South pairs remain stationary. The East-West pairs move to

the next higher numbered table. The boards are moved to the next lower numbered table. This progression is continued until each East-West pair has played against each North-South pair, and each pair has played each set of boards.

Distribution of boards and progression for an even number of tables. The sets of boards are distributed regularly until half of them have been placed on the tables. *The next set is placed on a stand or chair*, known as the relay stand. Following this, each of the remaining tables receives its regular quota of boards, except the last table, *which receives none*. The pairs at this table play, simultaneously with Table 1, the boards which have been allotted to Table 1, passing the boards back and forth between the two tables. The first and last tables share the same boards throughout the contest.

The relay stand is always placed *exactly half-way between the first and last tables*. The players at the lower numbered table next to the relay table shuffle the relay boards. These boards, however, are not played in the first round.

The North-South pairs do not progress. The East-West pairs progress to the next higher numbered table in the same manner as for an odd number of tables. The boards are passed to the next lower numbered table, except that from the higher numbered table above the relay stand the boards are passed to the relay stand. The lower numbered table next the relay stand secures its trays from the relay stand, taking the set of boards that was not in play during the preceding round. The boards that were played simultaneously by the first and last tables are passed to the next-to-last table.

Incomplete table. If an odd number of pairs enter the game so that one table is incomplete, the odd pair is seated E-W at the highest-numbered table, assuming that table number for its pair number. This pair does not play the first round, but at the completion of the round moves to Table 1 and enters the regular progression. Each E-W pair in its proper turn sits out one round when it comes to the last, or incomplete, table. In distributing the trays and arranging the progression, the odd pair (or half table) is considered a regularly constituted table; for example, $5\frac{1}{2}$ tables would require the arrangement for 6 tables and $8\frac{1}{2}$ tables would require the arrangement for 9 tables.

Comparing scores. In the Mitchell game all N-S pairs play the same hands, and all E-W pairs play the same hands. Therefore each pair can compare scores only with others in its own direction, and there are really two separate contests—one for N-S pairs, and one for E-W pairs. There will be one pair of winners in each group, and they should receive equal prizes or honours.

Match-point scoring for the Mitchell game. Match-point scoring is the most popular method for duplicate play. In this method all scores made by N-S pairs on a given deal are tabulated in a vertical column for purposes of comparison. Each score receives one match-point for each other N-S score it beats and $\frac{1}{2}$ match-point for each N-S score it

CONTRACT BRIDGE

DUPLICATE BRIDGE

ties. For example, in a section of 9 tables, there would be 9 scores; the highest score would have beaten 8 others and would therefore receive 8 match points; the second highest score would have beaten 7 others and would receive 7 points, etc. The E-W scores are similarly tabulated and compared among themselves.

Each board is rated separately, and when all have been rated the total number of match-points awarded to each pair is computed. The match-point figure on each board represents the number of pairs beaten on that board, and the match-point total represents the total number of pairs beaten on all boards. The pair having the greatest number of match-points in each group is the winner in that group.

The simplest method of recording scores is to provide a travelling score slip for each board, which remains with the board throughout the game, and on which all results for the board are recorded.

A travelling score slip is folded, in such a way that its face cannot be seen, and tucked in one of the pockets of each board. After the play of that board is completed at each table, the North player unfolds the travelling score slip, enters the score (plus or minus) of his pair on the line corresponding to his pair number, and returns the slip to the board.

Howell movement. The Howell movement is one in which each pair plays one set of boards against each other pair. The movement is somewhat complicated and in order to direct the movement of the players and the boards Howell movement guide cards are necessary. These may be obtained in sets for any number of tables from three to thirty, a different set of guide cards being required for every number of tables.

AUCTION BRIDGE

There is no difference between Auction Bridge and Contract Bridge except in the scoring. However, this profoundly affects the strategy of the respective games. The scoring in Auction Bridge is as follows:

Scoring. Provided declarer has won at least the number of odd-tricks named in his contract, declarer's side scores for each odd-trick won:

	UNDOUBLED	DOUBLED	REDOUBLED
With no trump.. ..	10	20	40
With spades trump	9	18	36
With hearts trump	8	16	32
With diamonds trump	7	14	28
With clubs trump	6	12	24

Game and rubber. When a side scores, in one or more hands, 30 points or more for odd-tricks, it has won a game and both sides start fresh on the next game. When a side has won two games it wins the rubber and adds to its score 250 points.

Doubles and redoubles. If a doubled contract is fulfilled, declarer's side scores 50 points bonus plus 50 points for each odd-trick in excess of his contract. If a redoubled contract is fulfilled, declarer's side

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scores 100 points bonus plus 100 points for each odd-trick in excess of his contract. These bonuses are additional to the score for odd-tricks, but do not count towards game.

Undertricks. For every trick by which declarer falls short of his contract, his opponents score 50 points; if the contract is doubled, 100 points; if it is redoubled, 200 points.

Honours. The side which holds the majority of the trump honours (A, K, Q, J, 10), or of the aces at no trump, scores:

For 3 honours (or aces)	30
For 4 honours (or aces), divided	40
For 5 honours, divided	50
For 4 trump honours in one hand	80
For 4 trump honours in one hand, 5th in partner's hand	90
For 4 aces in one hand at no trump	100
For 5 honours in one hand	100

Slams. A side which wins twelve of the thirteen tricks, regardless of the contract, scores 50 points for small slam. A side which wins all thirteen tricks, regardless of the contract, scores 100 points for grand slam. Even if set one at a seven-bid, declarer scores 50 for small slam.

Points for overtricks, undertricks, honours and slams do not count towards game. Only odd-tricks count towards game, and only when declarer fulfils his contract.

CONTRACT WHIST

Whist (described on pages 185 *sqq.*) was the principal game played in London's fashionable clubs throughout most of the nineteenth century. About 1900 it was displaced by Bridge and is now played mainly at "whist drives": social occasions which demand a minimum of *expertise*. But Whist, scientifically played, is a supremely difficult game; since each player has to attempt, as play proceeds, to reconstruct three unseen hands (39 cards in all) instead of two.

Contract Whist is Whist played with scoring on the lines of Contract Bridge, i.e. "Contract without a dummy". In 1912 the writer (H. Phillips) published a book, *Contract Whist*, describing how the game should be played, with a simplified system of scoring. Vulnerability, slam contracts, and bonuses for honours were eliminated; the scoring table being:

Game: 10 points up

Points "below the line" (counting towards game):

At no trump: 4 per trick

At a suit contract: 3 per trick

Where a contract is doubled or redoubled and made, the above points are doubled or redoubled.

Overtricks:

In an undoubled contract: 2 points per trick

In a doubled contract: 5 " " "

In a redoubled contract: 10 " " "

Bonus for making a doubled contract: 5 points

Bonus for making a redoubled contract: 10 „

Undertricks:

In an undoubled contract: 10 points per trick to opponents

In a doubled contract: 20 „ „ „ „ „

In a redoubled contract: 40 „ „ „ „ „

Rubber points: 50 to the side which first wins two games.

Apart from these simplifications in scoring, bidding and play are exactly the same as in Contract Bridge, except that declarer's partner does not put his hand down.

Contract Whist on these lines has been the subject of extensive experimentation, and appeals to the "intelligentsia" of the Bridge world; but it has not been widely played.

BOOBY

This variety of three-handed Contract Bridge was also invented by H. Phillips (during World War II) and has since been widely publicized.

The three players cut for deal. Three hands are dealt, face downwards: seventeen cards to each player. The fifty-second card is thrown (face downwards) into dummy. Now each player selects four cards from his seventeen and adds them (again, face downwards) to dummy's hand. Competitive bidding, on Contract Bridge lines, now begins. Whoever secures the final contract will play in partnership with dummy's hand. The player to declarer's left leads to the first trick, and dummy's hand is now exposed.

Play proceeds on Contract Bridge lines, with this exception: there is a "nullos" call which ranks above hearts and below spades. "Nullos" is a contract to lose the number of tricks specified. For example, "one nullos" is a contract to take not more than six tricks; "four nullos", a contract to take not more than three tricks, and so on. A bid of "four nullos" overcalls "four hearts", but can be overcalled by "four spades". The scoring per trick is the same as in hearts and spades: 30 points per trick.

Given the addition of nullos to the range of available calls, scoring is precisely on Contract Bridge lines in respect of any deal. The declarer wins, or loses, points as against each of the other two players. Three scoring columns are kept; a player who has won a game becomes vulnerable; a player who has won two games wins the rubber. Settlement is on an "each against each" basis.

Booby is an extremely satisfactory game for three players. Once the bidding is concluded, each player is in exactly the position he would be in in a four-handed game, except that each knows four of dummy's cards. But of course bidding tactics are quite different from those of Contract Bridge; a player who thinks he can make a game or slam is well advised to bid it at once.

The tactics of one's discard for dummy are also very interesting. If one's hand is strong, one will naturally endeavour to ensure that dummy has a few cards which will facilitate the winning of tricks (e.g.

by a cross-ruff). And, if one sees no likelihood of one's being able to make a nullos contract, one will endeavour to spoil dummy from the point of view of another player who may be thinking of nullos.

For a fuller description of Booby, with a number of illustrative deals, see *Card Games* (Hubert Phillips).

OPTION

This is a name which has been suggested for a form of two-handed Contract which was first played (where and by whom the editor has been unable to discover) about a couple of years ago, and which is rapidly gaining popularity. It produces extremely interesting bidding situations, and affords wide scope for ingenuity; deduction; and the taking of calculated risks.

The players cut for deal, and the dealer deals four hands; one to his opponent (who will be seated either to his left or right) and one to himself, face downwards; one—the hand opposite to his own—face upwards; the fourth face downwards. The players now look at their own hands: each will have in view thirteen cards in his own hand and the thirteen cards of the exposed dummy.

Bidding now begins, and is on Contract Bridge lines; but the dealer (who bids first) may not pass. He must bid at least one club. When he bids, he can nominate as dummy either the exposed hand or the other one, and *the hand which he nominates as dummy will be the dummy hand for whoever secures the final contract.*

It can readily be imagined what fascinating battles of wits these conditions produce. Dealer has a strong hand; with the exposed dummy he can be sure of making (say) four hearts. He bids four hearts accordingly, nominating the exposed hand. But has he made sure that he can defeat a better call than four hearts, with the exposed dummy against him? If not, he may be better-advised to bid (say) two hearts, nominating the unexposed hand as dummy. A dealer with a bad hand, and an equally bad dummy exposed, will, again, have to make some sort of guess. His "safety-play" is to nominate the exposed hand as dummy, bidding (say) one club. But, if he is vulnerable, this bid may be doubled and set for a heavy penalty. And if he bids (say) one club, nominating the unexposed hand, his opponent may reply with a bid of three no trump: taking a chance, perhaps, which the dealer is in no position to take himself.

There is also considerable scope for bluff, which makes Option a game acceptable, not only to Bridge players, but to Poker players. The bluff can work both ways. The dealer—with a poor hand and a poor exposed dummy—bids (say) one no trump, selecting the unexposed hand. His opponent, also with a poorish hand, takes a chance on three no trump, and finds all the cards he needs in his dummy. Or, again, the dealer, with a good hand, a poorish exposed dummy, and a vulnerable opponent, bids one club, nominating the unexposed hand. His opponent, also with a good hand, bids three no trump. Declarer has now, perhaps, a cast-iron double.

SOLO WHIST

This game has been described as the "Cinderella" of the "trump-and-partnership" family of games. Its strategy and tactics are, in their way, almost—if not quite—as fascinating as those of Bridge; but they have not been extensively explored by analysts and the game has next to no literature. All the same, it is enormously popular, and there are many "Solo" addicts who think Bridge, with its comparative rigidity, a poorish game by comparison with their own.

One great advantage of Solo is that every deal is a separate event; hence a game can conclude, or one player can take the place of another, at a moment's notice.

The game is normally played by four players with the full pack of 52 cards. (Sometimes five players take part, each in turn standing out for one deal.) The pack is shuffled and cut, and each player turns up one card. The lowest card deals, the ace of clubs ranking as lowest (the suits rank in their Bridge order). The pack is shuffled and cut, and the dealer deals twelve cards, in threes, to each player, beginning with the player on his left. The last four cards are dealt singly; the last card (the dealer's) being turned up to indicate the trump suit.

Players now inspect their hands. Each player's aim is to secure the number of tricks for which he has contracted, either singly or in partnership. There is only one partnership call (the lowest); in all the others one player is playing against the other three.

When the final call has been determined, the player to the dealer's left leads to the first trick (regardless of who is the declarer). Tricks are won or lost as in Bridge. Each player must follow suit if he can. If he can't follow suit, he may trump or not as he likes. The winner of a trick leads to the next one.

In many calls (as will be seen) it is not necessary to play out all thirteen tricks.

Calling. The player to the dealer's left (eldest hand) calls first. Calls proceed in rotation. A player who has once passed cannot make another call, save in proposal and acceptance. A player who has called, and been overcalled, may amend his call to a higher one.

The calls, beginning with the lowest, are:

(1) *Proposal and Acceptance* (often known as "Prop and Cop"). The player who *proposes* (he announces "I propose") is contracting to take at least eight of the thirteen tricks in partnership with any one of the others. The player who calls after him has the right to accept immediately; if he declines, the option passes to the next player; thence to the remaining player. A player who has passed may accept another player's proposal: this is the only exception to the rule that, having passed, one may not speak again. Where a proposal has been accepted, the partners remain in their own seats; hence they may be playing their two cards to a trick in sequence.

A player who has proposed, and found no acceptor, may amend his call to a higher one. If he declines to do this, the hand is thrown in, and the deal passes.

(2) *Solo*. This call ranks next above proposal and acceptance. It is an intimation by the caller of his willingness to attempt to take five tricks (or more) against the combined efforts of the other three players, with the suit turned up as trumps.

(3) *Misere* overcalls solo. There is no trump suit. The caller contracts to *lose* all thirteen tricks. As soon as he has taken a trick he has failed and there is no need for further play.

(4) *Abundance* overcalls misere. This is a contract by the caller to take nine (or more) of the thirteen tricks, a suit which he will nominate being trumps. He does not name his suit, however, until his call has been *ratified*; i.e. the other three players have passed.

(5) *Abundance in the Trump Suit* (i.e. the suit of which the dealer has turned up a card). This again is a contract to take at least nine tricks.

(6) *Misere Ouverte*. This is a difficult contract to achieve, and can be the occasion for very pretty defensive play. The caller undertakes, as in the misere call, to lose all thirteen tricks; moreover, as soon as the first trick has been won (by a defender) he places his remaining twelve cards face upwards on the table.

(7) *Abundance Declaree*. This is the highest call, and no call can be made over it. (There is not, as is sometimes argued, a call of abundance in the trump suit.) This is an undertaking to win all thirteen tricks. It differs from an ordinary abundance in two respects: (a) there is no trump suit; (b) the caller himself—whatever his position at the table—leads to the first trick.

Here are three examples of competitive bidding at Solo:

In each case South is dealer: West speaks first.

	WEST	NORTH	EAST	SOUTH
I	Pass I accept	I propose	Pass	Pass

(North and West are partners and must take eight tricks. West leads to the first trick.)

	WEST	NORTH	EAST	SOUTH
II	Pass Pass	I propose Misere	I accept Pass	Solo Pass

(North has undertaken to lose all thirteen tricks. West leads to the first trick.)

	WEST	NORTH	EAST	SOUTH
III	Solo Abundance in Trumps	Pass Pass	Misere Misere Ouverte	Abundance Abundance Declaree

(An unlikely but not an impossible series of bids. South has contracted to take all thirteen tricks, and leads to the first trick. There is no trump suit.)

The Stakes. Where Solo is played for money, settlement is often made on a cash basis at the end of every deal. Alternatively, settlement can be made in chips, or there can be a "profit and loss" account kept by one of the players. The stakes are a matter for arrangement between the players. A normal basis of payment would be the following:

Proposal and Acceptance. If successful, declarers each receive one unit from their opponents, plus (say) one-quarter unit for every extra trick made. If they fail, they pay one unit each, with one-quarter unit for every trick above six made by the defenders.

Solo. Caller receives or pays one unit from, or to, each of the three defenders, with one-quarter unit added in respect of every extra trick made or deficient.

Misere. Caller receives two units from each defender if successful; pays each two units if he fails.

Abundance and Abundance in Trumps. Caller receives three units from each defender if successful; pays three units to each if he fails. Overtricks or undertricks in excess of one: half a unit each.

Misere Ouvre. Four units received from, or paid to, each defender.

Abundance Declaree. Six units received from, or paid to, each defender. As with misere, there is no question of additional payments; the deal ends at once if the call is defeated.

Etiquette of Solo Whist. Solo has no generally recognized code of rules. Every school should agree its own. An elaborate code was published in 1881, and has since been revised (*Solo Whist and Auction Solo*, by A. S. Wilks), but appears to be no longer obtainable. The rules are extremely complicated, on account of the difficulty of providing for all the situations in which a misere caller can be prejudiced by irregularities on the part of other players.

Because of the ease with which inferences prejudicial to a misere caller can be inadvertently conveyed, a high standard of *etiquette* is desirable. Players should be very careful not to play out of turn; or to play any card in a significant manner; or to make any comment whatever during play.

AUCTION SOLO

This is a development of Solo Whist—not so widely played—in which there is no proposal and acceptance but a wider range of competitive bids. In sequence from the lowest bid upwards, they are:

1. Solo of 5 tricks.
2. " 5 " in the original trump suit.
3. " 6 "
4. " 6 " " " " "
5. " 7 "
6. " 7 " " " " "
7. " 8 "
8. " 8 " " " " "
9. Misere.

10. Abundance of 9 tricks.
11. „ 9 „ in the original trump suit.
12. „ 10 „
13. „ 10 „ „ „ „
14. „ 11 „
15. „ 11 „ „ „ „
16. „ 12 „
17. „ 12 „ „ „ „
18. Misere Ouverte.
19. Abundance Declaree, with no trumps.
20. „ „ in the original trump suit.

As in Solo Whist, a player who has passed cannot speak again. It is, of course, quite unnecessary to overcall a call with the one next highest in the table. One can “jump” as many places as one likes.

Stakes are a matter for agreement.

OTHER CONTRACT AND AUCTION BRIDGE VARIANTS

Short Bridge. This variant was devised for clubs where there are usually five or six members of each table, and the extra members do not wish to wait the usual 30 to 45 minutes before a rubber ends and they can re-enter the game. Four deals constitute a round; then the inactive players come back in and there is a draw for partnerships and deal, as at the end of a rubber. On the first deal, neither side is vulnerable; second and third deals, dealer's side vulnerable; last deal, both sides vulnerable. A part-score carries over from one deal to the next (until either side wipes it out by completing a game); but a game when made carries a bonus of 500 if the side making it is vulnerable, 300 if the side is not vulnerable, whether or not it previously scored a game. There is a bonus of 100 for making a part-score, without completing a game, on the fourth deal. The side with the higher net score for the four deals receives a 500-point bonus. A deal passed out is redealt by the same dealer.

Gentlemen's Agreement. Regular Contract Bridge is played except that no contract that will not produce game is played unless it is doubled.

Summer Bridge. In games outdoors, when the wind may blow over the cards, it is usually agreed that exposure of a card during the deal does not require a redeal.

Goulash. Regular Contract or Auction Bridge is played, except that when a deal is passed out (or, as some play in Contract Bridge, when the contract if fulfilled will not produce a game) there is a redeal by the same dealer in the following manner: Each player arranges his cards into suits, the order of the cards in each suit being as he pleases. The four hands are stacked, face down, the eldest hand at the bottom, then dealer's partner's hand, and so on with dealer's hand on top. This pack is not shuffled but is cut; then the same dealer redeals it in three

rounds of five, five and three cards at a time. (This almost always produces very freakish distributions.) Bidding and play then proceed normally. Mayonnaise and Hollandaise are other names for this procedure. In the extension known as Passing Goulashes, after the completion of the goulash deal each player passes three cards to his partner; then, after seeing the cards passed to him, passes two cards to his partner; and finally, in the same way, passes one card. The bidding then begins.

Plafond. The French game Plafond was the first successful variant along the lines that grew into Contract Bridge; it was played, also, in other Continental countries and in England, but never to any extent in America. The Auction Bridge scoring table was used, except that only odd-tricks bid and made counted towards game, overtricks going in the premium score at 50 per trick; premiums for undertricks, slams and honours are twice as much as in Auction Bridge, and the rubber bonus is 400.

Spanish Bridge. In Spain, a bid of nullos is permitted; in the auction it ranks between spades and no trump; in the scoring, it is the same as no trump.

Reverse Bridge. A player may make any bid *reversed*: If his bid becomes the contract, the rank of the cards will be reversed, the deuce being the highest card of each suit, the three next-highest, etc., the ace lowest. A reverse bid ranks next under a natural bid of the same denomination; two no trump reversed overcalls two spades but may be overcalled by a natural bid of two no trump. A reversed contract scores the same as a natural contract of the same denomination.

Five-Suit Bridge. For a year or two there were manufactured 65-card packs of playing cards including a fifth suit, which in the United States was green in colour and marked with an eagle; in England blue in colour and marked with a crown, being called the *royal* suit. When Contract Bridge is played with this pack: Eagles rank higher than spades but below no trump. Sixteen cards are dealt to each player and the last card is turned face up as the *kitty*. Bidding is as in Contract Bridge, but declarer's book is eight tricks, each trick over eight being an odd-trick. When the opening lead has been made and dummy goes down, declarer may exchange any card in his hand or dummy for the kitty; the exchanged card remains face up in a corner of the table. It takes 120 points to make game, no trump counting 40 per trick, eagles 30, spades or hearts 25, diamonds or clubs 20. A six bid (all but two tricks) is a small slam, a seven-bid (all but one trick) a grand slam, and these score as in Contract Bridge; an eight-bid is a super-slam, for which the bonus is 1,500 not vulnerable, 2,000 vulnerable. Five aces in one hand, at no trump, count 300. The name Quintract was applied to this game.

Percentage Bridge. The invention of George H. Rodger, Percentage Bridge is played with a 60-card pack, five suits of twelve cards each (there being no deuces) the fifth suit being the percentage suit.

Each player receives fifteen cards, and declarer's book is seven tricks. Bids for odd-tricks mean tricks over seven.

The percentage suit has a point value for each card, as well as a regular function as a fifth suit. The ace, king, queen and jack of percentage count 12 each, the other cards their pip value, the total of the suit being 100.

Each odd-trick counts 100 points in the trick score. Each bid must be expressed in terms of points, counting 100 for each odd-trick plus the number of points in percentage cards contracted to be won. Thus, a bid of 320 diamonds is a contract to win, with diamonds as trumps, three odd-tricks plus 20 points in percentage cards. Every bid must contract for at least 10 percentage points, so a bid of 300 no trump would be a contract to win two odd-tricks at no trump plus all 100 of the percentage points. Percentage may be bid like any other suit.

In scoring percentage points, figure to the nearest ten—thus, 15 percentage points count only 10, but 16 percentage points count 20.

The rank of bids is by the total number of points; 260 clubs overcalls 250 no trump.

A total of 450 points below the line is needed to make game. If declarer makes his contract, he scores the amount of his contract below the line; above the line he scores 100 for each overtrick if undoubled, 200 if doubled and 400 if redoubled; nothing extra for additional percentage points.

The rubber bonus is 1,000. The bonus for a small slam (610 to 700 bid and made) is 500; for a middle slam (710 to 800) is 1,000; for a grand slam (810 to 900) is 2,000. Honours do not count.

If declarer makes enough odd-tricks for his contract but fails in percentage points, he scores nothing and the defenders get a bonus of 150 above the line; if he fails in tricks alone, he scores nothing and the defenders get 200 for each undertrick; if he fails in both tricks and percentage points, the defenders get 250 for each undertrick. These values are doubled if the contract is doubled, and quadrupled if the contract is redoubled. There is no vulnerability.

Super Contract Bridge. Capt. John M. Ellicott, U.S.N. Ret., devised this Contract Bridge variant. It is played with a 53-card pack that includes the joker. Each player receives thirteen cards, the last card being placed face up on the table; after the opening lead is made and dummy goes down, declarer may exchange any card in his hand or dummy for this card, showing the card he exchanges for it.

The joker may be named as the highest-ranking card of any suit (including trump) at the time it is played, but it may not be named as a card of any suit to which the holder has previously failed to follow. If used as a trump, the joker counts as a trump honour; and six trump honours, or five aces at no trump, in one hand earn a bonus of 300. Naming the joker as part of a suit to which the holder previously failed to follow counts as a revoke.

Pirate Bridge. R. F. Foster devised this game, the earliest of the efforts to avoid prefixed partnerships. After a bid, another player in

turn could *accept*, thus constituting himself the bidder's partner. Acceptance could be made after a pass or double, but not after a previous acceptance of the same bid. A new sufficient bid began the whole process over again. If no one accepted, the high bidder could select any partner who did not double. The opponent nearest declarer's left made the opening lead and the dummy was put opposite declarer, so that play was as in any Bridge game.

Cutthroat Contract. S. B. Fishburn invented this game of variable partnerships, taking a name more often applied to three-hand Bridge. But four play, and partnerships are determined in the auction.

The bidding proceeds as in Contract Bridge, except: The player who makes the opening bid must have at least three honour-tricks, and must have at least four cards in the suit he bids (he may, however, bid no trump); and there can be no doubles until a bid has been followed by three consecutive passes. If the final bid is not a game contract, there is a new deal by the next dealer in turn.

The high bidder is declarer, and upon the close of the auction he selects one of the other three players as his partner. That player must sit opposite declarer, and if necessary exchanges seats with the player who was there. He then accepts or rejects partnership with declarer; if he accepts he scores with declarer and may redouble an opposing double, and if he rejects he scores with the defenders and may not redouble. After he accepts or rejects, declarer's left-hand opponent may double or pass, whereupon the auction continues (with only doubles, redoubles and passes permitted) until it closes again. The opening lead is then made and the play proceeds.

Each player has a separate column on the scoresheet, and at the end of the game each settles individually with each other. Honours are scored only by the player holding them. The first player to win two games wins the rubber, the bonus being 700 if neither defender is vulnerable and 500 if either of them is; if dummy accepted and is not vulnerable, he gets a game bonus of 300. Each opponent of declarer scores undertricks individually, at vulnerable rates if declarer is vulnerable, or if declarer selected a vulnerable dummy and the selection was accepted; otherwise undertricks are scored at nonvulnerable rates.

Some special penalties are necessary: 50 points to each other player for a pass out of turn, 300 for a bid or double out of turn, but none for an insufficient bid; 300 for making an opening bid without the required values. But in the latter case, if the offender becomes declarer and announces his error before the partner he selects has either accepted or rejected, there is no penalty; and if dummy is the offender, declarer may void the entire deal but the penalty applies against dummy.

Elective Contract. This game, designed to eliminate prefixed partnerships in Contract Bridge, was published by F. Dudley Courtenay and Leonard Gracy. After the first round of bidding, any player upon making a bid could elect one of the other three players as his partner; if that player accepted, he moved if necessary to the seat opposite the bidder, and the auction proceeded from the bidder's left, with the

partnerships fixed thereafter. If the elected player rejected, it cancelled the election, the auction proceeded, and if there were three passes the declarer could elect any other player as before, not necessarily the one he elected previously. A new bid, however, would begin the entire process again. If the final dummy rejected he scored with the defenders, though his was the dummy hand. There were no rubbers, a non-vulnerable game earning a 300-point bonus and a vulnerable game 500.

Chinese Bridge. [A form of two-hand Bridge is called Chinese Bridge.] Each player is dealt twelve cards and the remaining four are set aside face down as the *change*, or kitty. The object is to win scoring cards in tricks, ace and ten counting 10 each and five counting 5; but the rules of play are as in Whist. Each bid must name a number of points, in multiples of 5 (the minimum bid being 50) and also a suit or no trump; each successive bid must name more points than the preceding one. The high bidder takes the change and discards four cards face down; they may not include an ace, ten or five. If the contract is made, declarer's side scores 100 plus any points made in excess of his contract; if it is defeated, his opponents score 100 plus the points by which he fell short. These values are multiplied by 2 if an opponent doubled, by 4 if declarer's side redoubled, and by 8 if an opponent then doubled again, which is permitted. A bid of 100 (the maximum) scores double if made, loses four times if defeated; a bid of 100 *clean table* (declarer's side must win every trick) scores four times either way; a bid of 100 *clean table one hand* (declarer must win every trick in his own hand) scores eight times; all such scores are doubled again if the contract is no trump; and may be increased, as usual, by doubles and redoubles. Thus, "100 no trump clean table one hand", with the maximum number of doubles, scores 12,800 points; if it were defeated the defenders would score these 12,800 points, plus the deficiency points times 96.

Bridgework. This game was proposed by Milton C. Work and Walter F. Wyman as a compromise between Auction and Contract Bridge: At the close of the usual auction (which would be scored as in Auction Bridge), declarer's side could continue bidding without opposition, until either of them passed, to reach a higher contract and earn premiums if their bidding were accurate, or suffer penalties if it were not. Bridgework did not become popular.

Bridge Whist. Better known, in its day, simply as Bridge, the game of Bridge-Whist superseded Whist as the favourite club game in about 1896, but was itself superseded by Auction Bridge and is now obsolete.

Four played, two against two as partners, as in every Whist-family game. The dealer could make (name) the trump, or no trump; or could pass ("bridge") this privilege to his partner, who then had to make the trump. Eldest hand could double or pass; if he passed, his partner could double; if either doubled, dealer could redouble, and if he did not redouble, his partner could; if either redoubled, their opponents could double again, in the manner described above, and so the doubles could go on indefinitely, increasing the scoring value of tricks by

geometric progression to whatever limit, if any, was placed on the value of a trick.

Eldest hand, if he did not wish to double, said, "May I lead?" and his partner replied either "Pray do", or "No, I double". When eldest hand finally led, dealer's partner became dummy as in Auction or Contract Bridge; but whichever side won the odd-trick scored all its odd-tricks towards game. The values of odd-tricks were:

If trumps were	♠	♣	♦	♥	N T
Each odd-trick counted	2	4	6	8	12

These odd-trick values were multiplied by 2, cumulatively, for each double. The first side to score 30 in odd-tricks won a game; the first side to win two games won the rubber and scored a bonus of 100. Only odd-tricks counted towards game; other scores went in the honour column: A little slam counted 20, a grand slam 40. A side with three trump honours or with a chicane (a hand without a trump), scored twice the trick value; four trump honours scored four times the trick value if divided, eight times if in one hand and nine times if partner held the fifth honour; five trump honours in one hand scored ten times the trick value. At no trump, three aces scored 30, four aces divided 40, four aces in one hand 100.

Royal Auction. When Auction Bridge was first played, the scoring was the same as in Bridge Whist, dealer was compelled to make some bid, and there was *numerical overcalling* (that is, a bid of three spades, worth 6 points in odd-tricks, could be overcalled by one heart, worth 8 points). The 2-point spade suit became almost meaningless and was used only for artificial bids. To overcome this, spades were given a double valuation: one could bid spades, or *royal spades* (called royals, or, colloquially, "lilies"); and whichever won the contract, the same suit would be trump but royal spades counted 9 points per odd-trick. This valuation was retained in later revisions of the scoring table. [In America, numerical overcalling was abandoned in 1915, but in Great Britain it was retained in the official laws (of the Portland Club) as long as Auction Bridge was played.]

THREE-HAND BRIDGE GAMES

Three-hand Bridge, or Cutthroat Bridge. Three play; four hands are dealt as usual, and the one opposite dealer will become the dummy of the highest bidder. The auction proceeds among the three players until a bid, double or redouble is followed by two consecutive passes. The player at declarer's left leads, the extra hand is spread as dummy opposite declarer, and play proceeds. The game is equally adaptable to Auction and Contract Bridge scoring. A separate score is kept for each player, and declarer individually, or each defender individually, scores the points earned by his side. The first player to win two games wins the rubber; in Contract Bridge scoring, the premium is 700 if neither defender has a game, 500 if either of them has.

Special irregularities include: A double out of turn may be cancelled by the player who is doubled, and thereafter neither opponent may

double him at any contract; there is no penalty for any other improper call during the auction, but after the auction closes the regular Contract Bridge penalties apply.

In a variant known as Exchange Dummy, declarer may elect (before seeing the dummy) to put down his own hand as dummy and play with the extra hand as his own hand.

Towie. Towie, developed by J. Leonard Replogle, has been one of the most successful of the three-hand Contract Bridge variants; but actually it is more often played by four, five, or even as many as seven contestants, though only three play at one time. Four hands are dealt, as in Contract Bridge, after which the dealer turns up six cards of the hand opposite him, which will be the dummy. The auction proceeds as in three-hand Bridge. When the contract is less than game, there is a goulash (page 177), after which dealer must shuffle dummy's hand before exposing any of its cards. Otherwise, the player at declarer's left leads; the remainder of the dummy is turned up, and declarer puts it between his two opponents; and play proceeds as in Contract Bridge.

The differences from present Contract Bridge scoring are: Each odd-trick at no trump counts 35. Each overtrick counts 50 (100 if doubled, 200 if redoubled). The premium for fulfilling a doubled contract is 50 if not vulnerable, 100 if vulnerable, and these premiums become 100 and 200 respectively if the contract is redoubled. Undertricks, if doubled, count 100 for the first, 200 for the second, third, and fourth, and 400 for each additional, if not vulnerable; 200 for the first, 400 for each additional, if vulnerable; and these values are multiplied by 2 if the contract is redoubled. For winning his first game, a player receives a 500-point bonus; for winning the rubber, an additional 1,000. Undoubled undertricks are 50 each if not vulnerable; if vulnerable, 100 for the first and 200 for each additional.

If declarer fulfils his contract, he scores the points in his column; if declarer is defeated, each other player, including all inactive players, scores the undertrick penalties. Honours are scored only by the player who holds them.

If an opponent of dealer turns up any card in dummy, he must pay dealer 100 for each opponent, including himself; but other players are not affected. If dealer violates the proper procedure in turning up dummy's cards, each other player scores 100, except that a card of dummy's exposed during the deal (up to six such cards) is not penalized and does not require a redeal. There must be a redeal if dealer exposes more than six cards in dummy.

A call out of turn is void and the offender must pass throughout the remainder of the auction. It may be condoned only by both active opponents.

An insufficient bid must be made sufficient and the offender must pass thereafter. It may be condoned only by both active opponents.

The penalty for an established revoke is two tricks for the first revoke and one trick for each subsequent revoke by the same player; but only tricks won after the revoke are available for transfer.

Triangle Contract. George S. Coffin introduced Triangle Contract in 1932, but several changes have been made in it since; these changes are expressed in the rules that follow.

The three players draw; high and next-high are partners, high dealing; the third player sits at dealer's right and is dummy's partner. Four hands are dealt, and the full dummy is exposed. The auction proceeds as in Contract Bridge, dummy's partner bidding and playing his hand and dummy but each in proper turn. Only declarer's side can score towards game, though declarer and his partner may both play with closed hands against the exposed dummy, which then stands as one of the defenders. There is no vulnerability; the bonus for game in one hand is 300 and for a part-score is 50. The game is played in series of nine deals, in which each player has the dummy three times consecutively. A separate score is kept for each player, with a plus column and a minus column, dummy's partner always scoring twice the number of points earned or lost by his side.

Lindy Bridge. This game is the invention of Linwood A. Walters. Three play, but four hands are dealt, as in Contract Bridge. The hand opposite dealer is the dummy, and five of its cards are turned up. Only the three active players bid, the player at dealer's left having the first turn. For every bid, double, or redouble an additional one of dummy's cards is turned up; any of dummy's cards remaining face down when the auction closes are turned up after the opening lead. The dummy belongs to dealer, no matter which player becomes declarer, and no other hand is exposed; the other two players are partners. Dealer may reopen the auction over his own bid, if it was a part-score bid and was passed by both opponents. If the opening lead must be made by dummy, it is selected from the exposed cards. A game consists of twelve deals, four by each player before the deal passes; in the four deals of each player, vulnerability and scoring are as in Progressive Bridge (page 157 *sqq.*).

TWO-HAND BRIDGE GAMES

Double Dummy. Two players sit in adjoining seats at a card table; four hands are dealt, each player having a dummy opposite him. The players bid without looking at their dummies, until a pass following a bid, double, or redouble closes the auction. Then each player exposes his dummy, the hand at declarer's left leads, and the play continues with the location of all cards known to both players.

Honeymoon Bridge. This name is applied to several two-hand Bridge variants:

1. The same as Double Dummy, except that neither player exposes his dummy to his opponent; the player against declarer makes the opening lead from his own hand, then each player places his dummy in a rack so that he can see it but his opponent cannot. Each trick consists of four cards, one played from each hand in turn as in Contract or Auction Bridge.

2. (Also called Draw Bridge, or Strip Bridge.) The players sit opposite each other. Each is dealt thirteen cards, one at a time, and the remaining cards form a stock, placed face down between the two players. Non-dealer leads, and thirteen tricks of two cards each are played, the winner of each trick leading to the next; after each trick, each player draws a card from the top of the stock, the winner drawing first. The first thirteen tricks do not count. When the stock is exhausted, the auction begins, the dealer bidding first. The auction closes when a bid, double, or redouble is passed by the opponent; then declarer's opponent leads and the last thirteen tricks are played, the result of them determining the score at the contract reached.

3. The same as described in the preceding paragraph (2), except that the stock is placed on the table face up, so that a player may judge whether he wishes to win the trick and draw first, or lose it and take a chance on the second card from the top of the stock. The stock should always be kept squared up: a safe, but more troublesome, method, is to keep the stock face down but turn up its top card before each trick.

Chinese Bridge, or Semi-exposed Dummy. This is the same as Double Dummy, except that after the deal each player takes his dummy and lays out six of its cards in a row face down, then six more cards face up, one on each of the face-down cards, then one face-up on the table. The bidding and play proceed; in the play, each time a player plays one of the face-up cards in his dummy, he turns up the face-down card, if any, below it.

Single Dummy. This is the same as Double Dummy except that one dummy is turned face up before the auction begins. Each player, in bidding, must specify whether he bids "with the dummy" or "without" (which means that if he becomes declarer he will take the closed dummy). A player may bid "with" and then on a later round bid "without". When the auction closes, each player's dummy goes opposite him, the closed dummy is turned up, and play proceeds.

WHIST

Four play, two against two as partners. The cards are dealt in clockwise rotation, one at a time, beginning with eldest hand, face down except for the last card, which is turned face up; this is the trump card, fixes trump, and becomes part of the dealer's hand just before he plays to the first trick.

The object is to win tricks, each odd-trick counting one point.

In England, there were originally Short Whist and Long Whist: In Short Whist, the game was won by the first side to amass 5 points; in Long Whist, game was 10 points. Game later was fixed at 5 points. Honours count (only the ace, king, queen, and jack): 2 points for three honours, 4 points for all four. The value of a game is the difference between the winners' and losers' total score in that game. The first side to win two games wins the rubber, the margin of victory being expressed

in rubber points: 1 rubber point if the losers have 3 or 4 points, 2 rubber points if they have 1 or 2 points, 3 rubber points if they have no point.

In the United States, honours are not scored, game is 7 points, and there are no rubber points.

IRREGULARITIES IN WHIST

New deal. There must be a new deal by the same dealer:

- (a) If any card except the last is faced in the pack.
- (b) If, during the deal or during the play of the hand, the pack is proven incorrect or imperfect, but any prior score made with that pack shall stand.

If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card is not liable to be called.

Anyone dealing out of turn, or with his adversaries' pack, may be stopped before the trump card is turned; after which the deal is valid, and the packs, if changed, so remain.

Misdealing. It is a misdeal:

- (a) If the dealer omits to have the pack cut, and his adversaries discover the error before the trump card is turned and before looking at any of their cards.

- (b) If he deals a card incorrectly and fails to correct the error before dealing another.

- (c) If he counts the cards on the table or in the remainder of the pack.

- (d) If, having a perfect pack, he does not deal to each player the proper number of cards and the error is discovered before all have played to the first trick.

- (e) If he looks at the trump card before the deal is completed.

- (f) If he places the trump card face downwards upon his own or any other player's cards.

A misdeal loses the deal unless during the deal either of the adversaries touches a card, or in any other manner interrupts the dealer.

The trump card. The dealer must leave the trump card face upwards on the table until it is his turn to play to the first trick; if it is left on the table until after the second trick has been turned and quitted, it is liable to be called. After it has been lawfully taken up it must not be named, and any player naming it is liable to have his highest or his lowest trump called by either adversary. A player may, however, ask what the trump suit is.

Irregularities in the hands. If, at any time, after all have played to the first trick (the pack being perfect), a player is found to have either more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult and shall have the choice:

- I. to have a new deal; or,
- II. To have the hand played out; in which case the surplus or missing cards are not taken into account.

If either of the adversaries also has more or less than his correct number, there must be a new deal.

If any player has a surplus card by reason of an omission to play a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which the omission occurred.

Cards liable to be called. The following cards are liable to be called by either adversary:

(a) Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.

(b) Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.

(c) Every card so held by a player that his partner sees any portion of its face.

(d) All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.

(e) Every card named by the player holding it.

All cards liable to be called must be placed and left face upwards on the table. A player must lead or play them when they are called, providing he can do so without revoking. The call may be repeated at each trick until the card is played. A player cannot be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

If a player leads a card better than any of his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are liable to be called; it makes no difference whether he plays them one after the other or throws them all on the table together. After the first card is played the others are liable to be called.

A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card also is liable to be called.

Leading out of turn. If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can rightfully be called.

If a player so called on to lead a suit has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead are not liable to be called, and must be taken back.

Playing out of turn. If the third hand plays before the second, the fourth hand may also play before the second.

If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led; or, if he has none, to trump or not to trump the trick.

Abandoned hands. If all four players throw their cards on the table face upwards, no further play of that hand is permitted. The result of the hand, as then claimed or admitted, is established; provided, that if a revoke is discovered, the revoke penalty attaches.

Revoking. A revoke is a renounce in error not corrected in time. A player renounces in error when, holding one or more of the cards of the suit led, he plays a card of a different suit.

A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

If a player corrects his mistake in time to save a revoke, the card improperly played by him is liable to be called. Any player or players who have played after him may withdraw their cards and substitute others; the cards so withdrawn are not liable to be called.

The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries. It can be enforced for as many revokes as occur during the hand. The revoking side cannot win the game in that hand. If both sides revoke, neither side can win the game in that hand.

The revoking player and his partner may require the hand in which the revoke has been made to be played out, and score all points made by them up to score of six.

At the end of a hand, the claimants of a revoke may search all the tricks. If the tricks have been mixed, the claim may be urged and proved, if possible; but no proof is necessary and the revoke is established if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

Miscellaneous. Anyone, during the play of a trick, and before the play of a trick, and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

If anyone, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led; or, if he has none, to trump or not to trump the trick.

If any player says, "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's cards must be laid upon the table, and are liable to be called.

When a trick has been turned and quitted, it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in a case of a lead out of turn.

If a player is lawfully called upon to play the highest or lowest of a

suit, or to trump or not to trump a trick, or to lead a suit, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

In all cases where a penalty has been incurred, the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty to which they are entitled, such decision is final. If the wrong adversary demands a penalty or wrong penalty is demanded, none can be enforced.

WHIST VARIANTS

Bid Whist. No trump is turned. Eldest hand bids first; each bid is expressed in points, one for each odd-trick or honour (ace, king, queen and jack only) the bidder contracts to score. Honours score for the side that holds them originally. Each player has only one turn to bid, and may either bid or pass; a bid must be higher than the preceding bid. The high bidder names the trump, then leads any card. If his side makes the bid, it scores whatever it makes and the opponents score for any honours they hold. If the bidder's side fails to make its bid, the opponents score their odd-tricks and honours, plus the number of tricks by which the bidder fell short of his contract. Every deal is a separate game. The highest possible bid is 11 (seven odd-tricks and four honours) and in many games honours are not counted.

Setback Bid Whist. This is Bid Whist in which the bidding side, when it does not fulfil its contract, is set back by the amount of its bid; while its opponents always score whatever they make.

Auction Bid Whist. Bid Whist is played, except that the auction continues until a bid is followed by three passes.

Other Bid Whist variations. Some count honours, but the bidder's side may not count them unless it wins the odd trick. Others score honours for the side that wins them in tricks, not for the side that holds them. In some games, neither side can score unless it wins the odd-trick.

Norwegian Whist. All cards are dealt face down, and every hand is played at no trump. Each player in turn, beginning with eldest hand, must bid or pass until a bid is made; any bid fixes the play. The possible bids are *grand*, which means the play will be to win tricks; or *nullo*, which means the play will be to lose tricks. If all four players pass, the hand is played at *nullo* and eldest hand leads; if anyone bids, the player at his left leads first at *nullo*, the player at his right first at *grand*. At *grand*, the bidder's side scores 4 for each odd-trick it wins; its opponents score 8 for each odd-trick they win. At *nullo*, either side scores 4 for each odd-trick its opponents win (some score only 2 per trick at *nullo*). Game is 50. Irregularities are governed by the Whist laws, except: A bid out of turn costs the offending side 20 points, which are deducted from its score, and the offender is barred from the bidding. The penalty for a revoke is three tricks, transferred to or from the offenders at the option of their opponents.

Scotch Whist is not a genuine member of the Whist family; it is described on page 249, under its other name, Catch the Ten.

Boston. The favourite Whist game of the early nineteenth century, among players who liked to bet on the result, was Boston or one of its variants. Four play, each for himself. Two packs are used, to be dealt alternately; they are shuffled before the game begins, and not thereafter. The tricks are kept stacked separately, and are so gathered for the next deal with that pack; if a deal is not played, each player arranges his cards into suits and the hands are stacked as in a goulash deal at Contract Bridge. Thirteen cards are dealt to each player, and a card is then cut from the still pack; this card denotes *first preference* (for a trump), and the suit of the same colour is second preference, called *colour*. Each player in turn, beginning with eldest hand, may pass, or may bid and continue to do so as long as in each turn he is willing to overcall the preceding bid. Having passed, a player in turn may bid a misere or spread, but nothing else. The bids, ranking from lowest to highest are:

Boston, to win five tricks; *six*; *seven*; *little misere*, to lose all the tricks after each player has discarded one card face down; *eight*; *nine*; *grand misere*, to lose all thirteen tricks; *ten*; *eleven*; *little spread*, to lose all the tricks with one's cards exposed, after each player has discarded one card face down; *twelve*; *grand spread*, to lose all thirteen tricks with one's hand exposed; *grand slam*, to win all thirteen tricks. All bids except the miseres and spreads are to win that number of tricks. An exposed hand is exposed before the first lead, which is always made by eldest hand.

In bidding, a player may merely name a number of tricks; if unopposed, he may name either the turn-up or colour as trump. He may be overcalled by the same number of tricks in colour, and this in turn may be overcalled by the same number of tricks in first preference. [For example: a heart is turned; eldest hand says "Six"; second hand says "I keep", meaning he bids six with diamonds trumps; the next two players pass and eldest hand says "I keep over", meaning he bids six with hearts trumps. In each case the bid was sufficient to overcall, as would have been any higher-ranking bid by any player.]

The cards are played as in Whist. Boston scoring was most complex, and various schedules were followed; in some cases additional points were scored for overtricks, but the American preference was for limiting the bidder to the point value of his bid, however many tricks he won; others scored one additional point for each overtrick. One schedule is:

BID	SCORE IF MADE	LOSS IF DEFEATED	
		1ST TRICK	EACH OTHER TRICK
5	12	10	10
6	15	15	10
7	18	20	10
8	23	25	10
9	32	35	10
10	42	45	15
11	63	70	15
12	106	120	15

BID	SCORE IF MADE	LOSS IF DEFEATED	
		1ST TRICK	EACH OTHER TRICK
13	166	180	20
Little Misere	20	20	0
Grand Misere	40	40	0
Little Spread	80	80	0
Grand Spread	160	160	0

When all four players passed, some played a grand, or *misère partout*, in which there was no trump, the play was to lose tricks, and the player (or players) winning the most tricks paid each other player one point for each trick difference in their results.

Boston de Fontainebleau. This was a variant of Boston in which no card was turned for trump; each player in bidding named his trump suit or his contract. The bids ranked, from lowest to highest: Five, or Boston; six; little misere; seven; Piccolissimo (a bid to win exactly one trick, at no trump, after each player has discarded one card face down); eight; grand misere; nine; little spread; ten; grand spread, eleven; twelve; slam (to win thirteen tricks); spread slam (to win thirteen tricks with one's hand exposed). In bids of the same number, the suits ranked no trump (high), diamonds, hearts, clubs, spades. Each bid had to overcall the previous one, there being no privilege of keeping or keeping over as in Boston. Once having passed, a player could not re-enter the bidding. Before the opening lead, the bidder could call for a partner, provided he had bid to win tricks and if any player accepted him, they became partners at a contract three tricks higher than the bid.

A pool was invariably formed before the deal, the players contributing equally; this pool went to the winning player or side, and in case of a grand it went to the player or players winning the least number of tricks. If the bidder or bidding side was defeated, it had to match the amount of the pool, which then remained for the next deal.

Russian Boston was similar to Boston de Fontainebleau, with some additional scores: 10 points for *carte blanche* (in this case, a hand void of trumps); honours (ace, king, queen and jack of trumps) counted as overtricks if the bidder made his contract, four overtricks if he held all four of them, two overtricks if he held three of them.

French Boston was similar to Boston. The ♦J was the highest trump except when a diamond was turned as trump, in which case the ♥J was the highest trump. The scoring values of bids varied with the trump suit, and the schedule influenced the early Bridge scoring.

Cayenne. Four play, in partnerships, and receive thirteen cards each as in Whist, except that all are dealt face down. The trump card is cut from the still pack and is called cayenne. Dealer may select any suit as trump, or may name grand (no trump) or nullo (no trump, in which a side scores its opponents' odd-tricks). If dealer does not make the decision, his partner must. The play is at Whist; in trump play, honours

WHIST

VARIATIONS OF WHIST

(ace, king, queen, jack and ten of the trump suit) count as well as odd-tricks, 1 point for having the majority, plus 1 point each for the difference from the opponent's number of honours, so that three honours count 2, four honours 4, five honours 6. After the play, each side multiplies its points by the value of the trump suit. If cayenne is trump, the score is multiplied by 4; if the same colour as cayenne is trump, by 3; if cayenne is red and clubs are trump, or if cayenne is black and hearts are trump, by 2; if the fourth suit is trump, the actual score is not increased. At grand or nullo the odd-trick result is multiplied by 8. Winning thirteen tricks, or slam counts 6; twelve tricks, or little slam, 4. The first side to score 40 adds an 8-point bonus.

Dummy, and Mort (the French word for dummy) are three-hand Whist variants; four hands are dealt, a trump turned, the dummy then exposed, after which the play proceeds as in Whist. The game must be played in sets of three deals, one by each player, who takes the dummy when he deals; for having the dummy is an advantage. The dummy is dealt opposite the dealer, who plays the cards of both hands but each in proper turn.

Vint. The Russian game Vint may have suggested certain aspects of Bridge, but it is a Whist game, with no exposed dummy. The bidding is as in Auction Bridge, the suits ranking: no trump (high), hearts, diamonds, clubs, spades. The values of odd-tricks depend on the bid; if it was a one-bid, each odd-trick counts 10 for the side winning it, a two-bid, 20, and so on, so that at a seven-bid each odd-trick counts 70. Odd-tricks count towards game, which is 500 and is won by the first side to reach that total, even in the middle of a hand; the winner of a game receives a premium of 1,000. Other premiums are: for a little slam, 1,000 if not bid, 6,000 if bid; for a grand slam, 2,000 if not bid, 7,000 if a little slam was bid, 12,000 if a grand slam was bid; for having the majority of the five trump honours, 10 times the odd-trick value for each honour held; for having the majority of the aces at no trump (or for having two aces and winning the odd-trick), 25 times the odd-trick value; for *coronet* (any three cards in sequence) 500, plus 500 more for each other card in sequence with the three, and double these values for coronet in trumps, or for any coronet at no trump.

Preference is a name given in one games compendium for a three-hand Vint variant.

♣ TRUMPS ♠

ONE of the most prolific families of games is based on this pattern: each player receives five cards; a card is turned to fix the trump suit; the object of play is to win at least one trick, or at least three tricks. When this pattern originated is unknown; a score of such games, differing only in superficial features, flourished in the seventeenth century and probably much earlier. The simplest was perhaps *Triomphe*, *Triumph*, or *Trumps*, described in Cotton's *Compleat Gamester* (1674) as *French-Ruff*. This game has given its name to the family, but may or may not be the ultimate ancestor. Cotton also describes *Five Cards* (now called *Spoil Five*), *Lanterloo* (now called *Loo*), and the now obsolete *Beast*.

The family may be conveniently divided in two branches, according to the terms of the play. In *Trumps*, a player must win a majority of the tricks to collect from the pool. Other ancient games of this type are *La Mouche*, *Man d'Auvergne*, *Beast*, *Maw* (?), and *Spoil Five*. Probably of later origin is *Ecarté*. The addition of bidding for the right to name the trump produced *Napoleon* and *Euchre*. The other branch comprises games in which a player collects if he wins any trick, and usually pays a forfeit if he wins none: *Lanterloo*, *Mistigri*, *Pamphilius*, *Kontraspiel*, and *Rams*.

Several members of the *Trumps* family have achieved such popularity as to become "national games". R. F. Foster accords this status to *Spoil Five* in Ireland and *Loo* in England, in the eighteenth century; and in the nineteenth century, *Ecarté* in France, *Napoleon* in England, *Euchre* in the United States. We may add that *Five Hundred*, a "long" game based on *Euchre*, was a serious rival to *Auction Bridge* in the United States at the beginning of the twentieth century.

SPOIL FIVE

This game is also known as *Five Cards* and *Five Fingers*. It probably originated in Ireland. Early sources state that it was based on an earlier game, *Maw*, but we have no record of the rules of *Maw*.

Number of players. 1. From two to ten may play. The game is best for five to seven.

The pack. 2. A regular pack of 52 cards.

Rank of cards. 3. The highest trump is the five; second is the jack; third is the ♥A, whatever the trump suit. The cards from ten to two rank, in the black suits, in the reverse of the normal order. This fact

may be remembered from the expression "highest in red; lowest in black".

In the trump suit the rank is:

Hearts: ♥5 (high), J, A, K, Q, 10, 9, 8, 7, 6, 4, 3, 2.

Diamonds: ♦5 (high), ♦J, ♥A, ♦A, K, Q, 10, 9, 8, 7, 6, 4, 3, 2.

Clubs or Spades: ♣5 (high), J, ♥A, A, K, Q, 2, 3, 4, 6, 7, 8, 9, 10.

In plain suits the rank is:

Hearts or Diamonds: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, (♦A).

Clubs or Spades: K (high), Q, J, A, 2, 3, 4, 5, 6, 7, 8, 9, 10.

The pool. To begin a game, each player antes one chip. So long as this pool is not won, each successive dealer adds one chip to it. After it is won, all players ante again to form a new pool.

The deal. 5. Each player receives five cards, dealt in batches of 3-2 or 2-3; the dealer may choose either order, but whichever he starts he must adhere to. After all hands are dealt, the next card of the pack is turned up to fix the trump suit.

Robbing. 6. If the trump card is an ace, dealer may take it in exchange for any card in his hand, provided that he does so before the opening lead. The custom is for dealer to put his discard face down under the pack, leaving the ace in sight; the discard signifies the exchange.

7. A player to whom the ace of trumps is dealt may take the trump card in exchange for any card in his hand. This exchange must be made in the player's first turn to play, and is signified by passing a discard face down to the dealer, who puts it under the pack.

8. When the trump card is so taken or robbed, there is no compulsion to play it on the current trick.

The play. 9. Eldest hand (player at left of the dealer) makes the opening lead. He may lead any card. Except as provided in paragraph 10, a lead requires each other hand either to follow suit or to trump: even though able to follow to a plain-suit lead, a player may trump if he wishes. If unable to follow suit, a hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

10. The three highest trumps, the five, jack, and ♥A, have the privilege of renegeing when an inferior trump is led. That is, when a player holds any one of these as his only trump, and a lower trump is led, he may discard instead of following suit. But there is no renegeing on the lead of a superior trump: when the five is led, no renege is legal, and when the jack is led the five may renege but not the ♥A.

Object of play. 11. Each player strives to win three tricks, or better, all five; if he cannot do so, his object is to prevent any other player from doing so. When no player has won three tricks, the deal is spoiled.

12. On winning the third of three tricks, a player may throw in his hand and claim the pool. If he does not do so, but plays on, he is said to jink it; he must win all five tricks, else the deal is spoiled.

FORTY-FIVE

SPOIL FIVE

Settlement. 13. The winner of three tricks takes the pool. The winner of five tricks collects the pool and also an additional chip from each other player. When the deal is spoiled, the pool is left to be won in a later deal.

Irregularities. 14. *Foul hand.* If a player is dealt the wrong number of cards, he may demand a redeal before the opening lead. If at any later time a player is found to have too few or too many cards, his hand is foul and must at once be discarded; he cannot win the current deal.

15. *Misplay.* A player is barred from winning the current pool (in the current or any later deal, though he must ante in his turn as dealer) if he:

- (a) robs the trump card when he does not hold the ace of trumps;
- (b) leads or plays out of turn;
- (c) fails to follow suit or trump when able to follow suit, or reneges on the lead of a superior trump;
- (d) exposes any card in his hand after another player has won two tricks.

FORTY-FIVE

This variant of Spoil Five eliminates the spoil; points are scored in every deal. It is played by two, four, or six players, in two partnerships. Partners sit alternately. The side that wins three or four tricks scores 5 points, or 10 points for winning all five. The side first to reach a total of 45 wins a game.

AUCTION FORTY-FIVE

This elaboration of Forty-Five is described as it is now played in Canada.

Number of players. 1. Four or six, in two partnerships. Partners sit alternately.

The pack. 2. The pack and rank of cards are as in Spoil Five, paragraphs 2 and 3. But in drawing cards for partnerships, the cards in all suits rank in the Whist order, from ace (high) to deuce. The two or three drawing highest cards are partners against the others.

The deal. 3. Each player receives five cards, dealt in batches of 3-2 or 2-3; the dealer may choose either order, but whichever he starts he must adhere to.

Bidding. 4. Eldest hand (player at left of the dealer) declares first. Each player in turn must pass or make a bid higher than any previous bid. All bids are made in multiples of 5, up to 30, no suit being specified. The dealer in his turn may hold, that is, offer to play at the preceding highest bid, which his offer thereby supersedes. When dealer holds, each other player who did not pass may in turn bid higher; the bidding continues until all players but one have passed.

Drawing. 5. The high bidder (or dealer, if he held and was not over-called) names the trump suit. Each player then discards as many cards as he pleases from his hand, and dealer serves each in turn with an equal number of cards to restore his hand to five. (In some localities, the dealer in a six-hand game is permitted to replace his own discards by robbing the pack—looking at all remaining cards and picking out what he likes.)

The play. 6. The opening lead is made by the player at the left of the one who named the trump. All other rules of play are as in Spoil Five, paragraphs 9 and 10.

Scoring. 7. Each trick counts 5, and the highest trump in play counts 5. After the play, each side counts what it has taken. If the bidder's side has taken at least the amount of its bid, it scores all that it won. If the bidder's side fails, the amount of the bid is deducted from its score. The opposing side in either case scores what it won in tricks.

8. If a side bids and makes 30 (all the points) it scores 60 instead of 30.

9. The side that first reaches a total of 120 points wins a game. A side that has 100 or more points is not allowed to bid less than 20.

Irregularities. 10. *New deal.* There must be a new deal by the same dealer if he fails to adhere to his chosen order of dealing, or if a card is exposed during the deal, or if any player receives more or less than five cards.

11. *Wrong number of cards.* If any hand is found to be incorrect, after the first bid but before the opening lead, it must be rectified. A short hand must draw additional cards from the stock; a long hand must have excess cards drawn from it and discarded by the right-hand opponent.

12. *Foul hand.* If any hand is found to be incorrect after the opening lead, it is foul and must be immediately discarded. The offender's side may not score in that deal, and, if it made the high bid, the bid is scored as lost.

13. *Exposed card.* If, after the opening lead, a player exposes illegally any of the three highest trumps, his hand is foul (see paragraph 12). If he exposes any lower card, he must leave it face up on the table and play it at the first legal opportunity thereafter.

LOO

Originally this game was called Lanterloo, after the French *lanterlu*, the refrain of a seventeenth-century popular song. Several variants developed and each was itself played under different rules in different localities. The principal variants depend on how many cards are dealt to each hand (three-card or five-card), whether the pool is divided or is won by a single hand (division or full), and whether the payment for loo is fixed or variable (limited or unlimited). First described below is Three-Card Division Loo, perhaps the most-played game.

Number of players. 1. From five to eight; fewer make a dull game; more can play, but then the game becomes unwieldy.

The pack. 2. A regular pack of 52 cards.

Rank of cards. 3. The cards in each suit rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The pool. 4. The dealer antes three chips to start a pool. If it comprises only his ante, the pool is a single (also called *bold stand*, or *force*). All payments for loo and forfeits for irregularities go into the pool, and when it is so increased it is a *double*.

The deal. 5. Each player receives three cards, dealt one at a time in clockwise rotation, beginning with an extra hand placed between the dealer and eldest hand (player at his left). The extra hand is called the *miss* (or *dumby*, or *dummy*, or *widow*). In some localities, no miss is dealt when the pool is single.

6. When the pool is double, the next card of the pack, after the hands are dealt, is turned up to fix the trump suit for the deal. When the pool is single, the turn of trump is deferred as explained in paragraph 9.

The play, single pool. 7. No player may drop out of the deal in a single pool. Eldest hand may, if he wishes, discard his original hand and take the miss instead. (In some localities, each player in turn has option of taking the miss if it has not been taken before him.)

8. Eldest hand makes the opening lead. Where the rule is to defer the turn-up of trump, he may lead any card. After any lead, each other hand must follow suit if able; must trump if able when void of a plain suit led; and in any case must head the trick if able, by playing a card that could win the trick. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next. (These rules must be followed so far as they can be without knowledge of what the trump suit will prove to be.)

9. So long as every hand follows suit to every lead, no card is turned for trump. But as soon as any hand fails to follow, the trick is completed and then a trump card is turned. The trump suit must be taken into account in determining the ownership of all tricks. On this account, cards are not thrown into the centre, but as played are kept face up in front of the owners.

10. If the rule is to turn the trump card before the opening lead, all rules of play are as in double pool, paragraph 14.

The play, double pool. 11. Each player in turn after the deal, beginning with eldest hand, must declare whether he will play or drop out for that deal. (Dealer is responsible for requiring these declarations, and must not look at his own hand until all other players have declared.) Any player who stays may take the miss in exchange for his own hand, if it has not been taken before him.

12. If only one player stays, he wins the pool without play. The dealer may thus take the pool if all others pass (drop). If only one player stands ahead of the dealer, the latter must stand, but he may play either for himself or to defend the pool. In playing for himself,

he may not take the miss; in defending the pool, he must do so. His action thus is tantamount to a declaration.

13. After the dealer has declared, a player holding three trumps (flush) may show it and take the pool without play. In this case, all other players who stayed in the deal are loosed. If two or more players have flushes, the one nearest the left of the dealer wins. When no flush is declared, the hands are played out. (In some localities, flush is not counted and all deals are played out.)

14. The opening lead is made by the active player nearest the left of the dealer. He and all subsequent leader must lead a trump if he has two trumps (or, in some localities, if he has any trump); must lead the trump ace if he has it, or the king if the ace was turned for trump, or a trump known to be the highest in play through the previous fall of higher-ranking trumps. After any lead, each other hand must follow suit if able; must trump if able when void of a plain suit led; and in any case must head the trick if able, by playing a card that could win the trick. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Settlement. 15. *Single pool.* One chip is paid out of the pool for each trick won. Each player who failed to win a trick is loosed and must pay a forfeit of three chips to the next pool.

15. *Double pool.* One-third of the pool is paid out for each trick won. Each player who stayed in and did not win a trick is loosed and must pay three chips to the next pool. (The pool can return to single only when every player who stayed in a double took a trick.) When dealer defends the pool, he neither pays nor collects, the only settlement being made by his lone opponent.

Irregularities. 16. *Revoke.* Any error in failing to follow the rules of play may be corrected if the next hand has not played after the offender. If the error is discovered at a later time, before the cards are gathered for the next deal, it is a revoke. The offender must pay six chips to the next pool, and all other players who participated in the deal divide the current pool equally, regardless of what may have been the outcome of the actual play. If the pool does not divide evenly, odd chips are left in the next pool.

17. *Forfeits.* An offender must pay three chips into the current pool for:

- (a) Misdealing, as by exposing a card or dealing the wrong number of cards; and a new deal by the same dealer is then compulsory;
- (b) Turning a trump, in a single pool, before any player has refused a suit; and the card turned is then void;
- (c) Declaring out of turn, in a double pool; and the declaration is void;
- (d) Looking at his hand, as dealer in a double pool, before all other players have declared;
- (e) Leading or playing out of turn;
- (f) Failing to pay for loo before the turn-up of trump in the next deal.

LOO VARIATIONS

Unlimited Loo. The name Limited Loo is given to any variant where the payment for loo is fixed. In Unlimited Loo—one of the deadliest gambling games ever devised—this payment is equal to the number of chips currently in the pool.

Irish Loo. There is no distinction between single and double pools. No extra hand is dealt. The trump card is turned before the opening lead. Before the play, each player in turn must pass or stand. All players who stand may better their hands by drawing cards from the stock in exchange for discards. If all others pass, the dealer wins the pool, and if only one ahead of him stands, he may play for himself or to defend the pool. The rules of play are as at double pool in Loo, paragraph 14.

Five-Card Loo. This is the same as Irish Loo with five cards dealt to each hand instead of three. All antes, payments for loo, and forfeits, are in multiples of five, so that the pool can be distributed equally for the five tricks won.

Pam-Loo. This Five-card Loo variant is the Loo game most frequently referred to in literature of the eighteenth century (and the references are copious). Pam, the jack of clubs, is always the highest trump, and may be used as a wild card to complete a flush or blaze. A flush is five cards of the same suit; a blaze is five face cards. These hands win the pool without play, the precedence being: pam-flush and pam-blaze (equal), natural trump flush, natural plain-suit flush, natural blaze (lowest). Between equal hands, the one nearest the left of the dealer wins.

In friendly games, it became the custom for a player leading a high trump to say "Pam, be civil"—a plea to the holder of pam to let the trick go, since pam is always sure of a trick. The formal rules presently took cognizance of the social odium attached to ignoring this plea, by providing (a) that the holder of pam could always renege on a trump lead; (b) "Pam, be civil!" could properly be uttered only on lead of the ace of trumps; (c) the holder of pam was bound to honour a proper plea.

NAPOLEON

Better known as Nap, this is the folk-game of England, having supplanted Loo, which it relegated to obsolence early in the nineteenth century.

Number of players. 1. From two to six may play.

The pack. 2. A regular pack of 52 cards.

Rank of cards. 3. The cards in each suit rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The deal. 4. Each player receives five cards, dealt one at a time.

Bidding. 5. There is one round of bidding. Each player in turn, beginning with eldest hand (player at left of the dealer), must pass or make a bid higher than any preceding bid. Each bid is the number of tricks,

out of five, that the bidder will contract to win if allowed to name the trump suit. A bid of five is nap. If all others pass, the dealer must bid. The usual rule is that dealer in this position may bid one, but the least any other player may bid is two. No suit is named in making a bid.

The play. 6. The high bidder names the trump suit and leads first. He may lead any card. After any lead, each other hand must follow suit if able; if unable, the hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Object of play. 7. The high bidder tries to win at least the number of tricks he has bid. All other players combine against him to defeat this object. The moment the issue is settled—the bidder makes his minimum, or the opponents take their “book” to defeat him—play ends and all cards left in the hands are faced on the table (to be examined for possible revoke).

Scoring. 8. If he makes his bid, the bidder collects from each player as many chips as the bid. If the bid is defeated, the bidder pays this number to each opponent. A bid of nap, however, wins 10 from each opponent if it is made, though it pays only 5 if defeated.

Irregularities. 9. *Misdeal* does not lose the deal; the cards are shuffled and redealt by the same player.

10. *Wrong number of cards.* If a player is dealt the wrong number of cards, he may demand a new deal before he bids or passes, but if the error is not noticed until later, he must play on with the incorrect hand. A short hand cannot win one or more final tricks; if it wins a trick with its last card, the turn to lead passes to the left. If the bidder's hand is correct and an opponent's incorrect, the bidder does not pay if he loses but collects if he wins. If the bidder's hand is incorrect and all others correct, the bidder does not collect if he wins but pays if he loses.

11. *Play out of turn.* The bidder incurs no penalty for leading or playing out of turn, but the error must be corrected on demand if made before the trick is gathered: otherwise it stands as regular. If an opponent leads or plays out of turn, he must pay three chips to the bidder and collect nothing if the bid is defeated.

12. *Revoke* is failure to follow suit when able. If a revoke is noticed and claimed before settlement for the deal, the play is void. If it was the bidder who revoked, he must pay all opponents as though he had lost; if it was an opponent, he must pay the bidder the full amount due him for winning, while the other opponents pay nothing.

NAP VARIANTS

Sir Garnet, or Widow Nap. An extra hand is dealt. A player who bids nap may pick up this widow, then choose the best five cards of the ten for his hand.

Peep. A widow of one card is dealt. Before declaring in his turn, a player may peep privately at the widow card, paying one chip to the

pool for the privilege. The high bidder takes the widow and discards one card. Settlement is as usual, but a player who bids and makes nap takes the pool in addition to his other winnings.

Nap Pool. A pool is formed by an ante of two chips from every player. So long as it is not won, each successive dealer antes two more chips. Additional rules may be invoked to swell the pool: peep may be allowed; forfeits assessed for irregularities; a player who bids nap and fails must double the amount in the pool. The pool is won by the first to bid and make nap.

Purchase Nap, or Ecarte Nap. This is an extension of Nap Pool. After the deal, before the bidding, each player in turn may discard as many cards as he pleases and draw an equal number from the stock, paying into the pool one chip for each card drawn.

Special bids. A bid of nap (but only if this bid is made) may be overcalled by Wellington, and that by Blücher. These also are bids to win all five tricks, and collect only 10 if made, but Wellington pays 10 if lost, and Blücher pays 20. (*Variant rule:* Wellington collects 20 or pays 10; Blücher collects 30 or pays 15.)

A bid of misere offers to avoid taking any tricks, the hand being played without a trump suit. It overcalls a bid of three, and may be overcalled by a bid of four. It scores as a bid of three.

ECARTE

This game is little played outside of European gaming rooms. Though it is two-hand, the casino rules permit the participation of spectators in the betting. A player may cover all the bets offered against him, in which case he may bar comment or advice as to his own play; or he may permit spectators to back him in whole or part, whereupon he is bound to listen to their advice, though he may disregard it if he wishes.

Number of players. 1. Only two actually play, though any number may be concerned in the betting.

The pack. 2. A pack of 32 cards, made by discarding from a full pack all cards lower than sevens. In practice, two such packs are used alternately.

Rank of cards. 3. The cards in each suit rank: K (high), Q, J, A, 10, 9, 8, 7.

The shuffle and cut. 4. The dealer shuffles his own pack and offers it to his opponent for a cut. His opponent may shuffle once, in which case the dealer must shuffle again. The cut must leave at least two cards in each packet.

The deal. 5. Each player receives five cards. The turn to deal alternates; to determine first dealer, each draws a card from a pack shuffled by his opponent, and high deals first. The dealer may deal a

batch of three to each, beginning with his opponent, then a batch of two, or he may deal two, then three. But he must continue to follow the order he first adopts, except that he may change by giving oral notice prior to the cut at the beginning of a new game.

6. The eleventh card of the pack is turned face up for trump. If it is a king, the dealer scores 1 point immediately. (This gives him the game if he already has 4 points.)

Drawing. 7. If satisfied with his original hand, the non-dealer may require play to begin at once, by saying "I play" or "I stand". Or, he may seek to better his hand, saying "I propose". Dealer may then refuse, insisting on play of the original hands, or may accept.

8. On acceptance of proposal, the non-dealer must discard from one to five cards. The dealer serves him an equal number of cards from the pack. The dealer may then discard and draw, but he may keep his original five cards if he wishes.

9. Repeated proposals may be made by the non-dealer, and additional cards are dealt to replace discards so long as the dealer accepts each proposal. Play begins when either player stands. When the pack nears exhaustion without a stand, the non-dealer is entitled to draw first, and dealer may take what is left, but neither may discard more cards than remain available to him in the pack. With the pack exhausted, the hands must be played.

The play. 10. The non-dealer leads first. He may lead any card. Prior to the first lead, either player holding the king of trumps may show it and score 1 point. Non-dealer, if the king is not in sight, must give warning "I play" before leading, so as to give dealer a chance to declare the king.

11. The leader to any trick must announce the suit orally; if he fails to do so, his opponent may not be penalized for revoke in that trick. The second player to a trick must follow suit if able and must win the trick if able. Thus, he must play higher, if he can, in following suit, and trump if he cannot follow to a plain-suit lead. A trick is won by the higher trump or the higher card of the suit led. The winner of a trick leads to the next.

Object of play. 12. To win at least three tricks; thereafter to win all five (*vole*).

Scoring. 13. If the original hands were played without drawing, the player who stood scores 1 point for taking three or four tricks, or 2 points for vole. If he takes less than three, his opponent scores 2 points.

14. If any cards were drawn after the original deal, either player wins 1 for three or four tricks or 2 for vole.

15. The player who first reaches a total of 5 points wins a game. The usual method of scoring is to provide each player with four chips, which he transfers from one pile to another as he wins points.

Irregularities. 16. *Exposed card.* If a player sees more than one card in drawing for deal, the lower-ranking card counts.

17. If a player looks back at his discard or at his opponent's tricks, he must play on with his hand exposed. (He may look at his own tricks.)

18. *Misdeal*. If the wrong player deals, his opponent may demand a redeal before the trump is turned and before seeing a card dealt to him; after this, but before he has made any declaration or play, the opponent may have the dealt cards put aside, and they will stand as the next deal unless the current deal ends the game.

19. If one or more cards are exposed in dealing (except the eleventh card) and neither player has seen his hand, there must be a redeal; if only dealer has seen his hand, non-dealer may require a redeal if the exposed card is his; if both have looked at their hands, the deal stands.

20. If the dealer gives the wrong number of cards to either player: Before the trump is turned, the error may be corrected, by re-establishing the correct order of the cards. After the trump is turned, but before non-dealer has seen his hand, the latter may either require a redeal or permit the incorrect hand to be corrected by discarding or by drawing an additional card or cards (but not the trump card).

21. When non-dealer requires a new deal, he may at his option be the dealer, with his own pack, the misdeal thus losing the deal.

22. *Incorrect hand*. When, having more than five cards, a player makes any declaration, draws cards, or plays, he loses 1 point and may not score for the king; but neither player may ever score more than 2 points plus the point for the king (if he has it) in any hand.

23. *False claim of king*. If a player claims the point for king without holding it, his opponent may withdraw all cards he has played to previous tricks and cause the play to be recommenced.

24. *Irregularities in the draw*. If a player discards more cards than he draws, he may increase his discard to accept the additional cards. If dealer gives non-dealer the wrong number of cards, non-dealer may discard, or draw additional cards, to make his hand correct. But if in any other case a player has more than five cards after the draw, he may not score for the king; he may not score for winning three or four tricks; and he may score only 1 point for vole.

25. *Revoke*. When a player fails to follow suit or win a trick, though able to do so, the cards are withdrawn from the tricks and replayed, and the offender may not score for winning three or four tricks, and may score only 1 point for vole.

26. *Incorrect pack*. Discovery that the pack is incorrect voids the current deal but any previous deal or a draw for dealer with that pack stands.

Pointers on Ecarte play. The play of the cards is almost entirely mechanical, with little scope for art. Practically the entire game is a matter of when to stand and when to propose. This has been reduced to a matter of mathematics, in the so-called *jeux de règle*. All hands deemed worth playing are summarized in the table below. The rank of plain cards needed depends on the number of trumps in the hand; the rank of the trumps is largely immaterial. Although K-Q-J is much pleasanter to hold than 9-8-7, the latter also is a proper stand if the

ECARTE

JEUX DE REGLE

spots on the two side cards total 17 or more. Where the table shows only four cards, the hand is a proper stand whatever the fifth card.

TRUMPS	2ND SUIT	3RD SUIT	4TH SUIT
None	<i>K</i> Q	K	Q
"	<i>K</i> J	K J	Q
"	<i>K</i> A	K	K
"	<i>Q</i> J	K	K
"	<i>Q</i> J	Q J	K
One	<i>K</i> Q 7		
"	<i>K</i> 8 7	K	
"	<i>K</i> Q	Q	7
"	<i>K</i> A	K 7	
"	<i>K</i> A	K	7
"	<i>K</i> 7	K	A
"	<i>K</i>	K	9 8
"	<i>Q</i> J A	J	
"	<i>Q</i> J	K 7	
"	<i>Q</i> J	Q A	
"	<i>Q</i> J	J	J
Two	<i>K</i> 7	9	
"	Q 10	8	
"	Q	Q	7
"	Q	J	A
"	<i>J</i> 10	10	
"	<i>J</i>	J	J
"	<i>A</i> 10	A	
Three	8 7		
"	9	8	

Any hand of four of five trumps is a *jeux de règle*.

From three or more trumps lead a trump; having the trump king, lead it. In all other cases, the correct card to lead is italicized in the table above.

There is some scope for judgement in whether to propose, even having a playable hand, in the hope of getting cards to make vole. The decision should take account of whether the trump king has yet appeared, and how many cards if any the opponent previously drew.

The rule-of-thumb in discarding is to keep only trumps and kings. If only two cards can be discarded under this rule, the hand is likely to be a regulation stand.

EUCHRE

The term bower indubitably comes from the German *Bauer* (one of several terms for a jack), but all efforts to find a German origin for Euchre have come to naught. As stated by the American Hoyle of 1864: "The game is unknown in Germany except in those parts where it has been introduced by wandering Americans. . . . As it has been traced

to the counties of Lancaster, Berks, and Lehigh, in Pennsylvania, where it first made its appearance about forty years since, it is not difficult to conjecture how it arose." The conjecture is that the Pennsylvania Dutch endeavoured to play Ecarté by imperfect hearsay, giving it their own pronunciation and eventually their own rules. Certain it is that Pennsylvania is the area from which Euchre spread throughout the country to become one of the leading games.

Number of players. 1. From two to seven may play. Different variants are adapted to different numbers of players. First-described below is the four-hand game, in two partnerships.

The pack. 2. A pack of 32 cards, made by discarding from a full pack all cards below the sevens.

Rank of cards. 3. The jack is the highest trump; it is called *right bower*. The *left bower* is the jack of the other suit of same colour as the trump; it ranks as the second-best trump. The suit of the left bower is called *next*, while the two suits of opposite colour are *cross* suits. The rank of the cards is:

Trumps: J (right bower, high), J (left bower), A, K, Q, 10, 9, 8, 7.

Next: A (high), K, Q, 10, 9, 8, 7.

Cross: A (high), K, Q, J, 10, 9, 8, 7.

Drawing for partnerships. 4. The pack is spread face down and each player draws a card. The lowest card has choice of seats and deals first; the two lowest are partners against the other two. In drawing only, the cards rank as in cross suits except that ace is low, below the seven. Players drawing equal cards must draw again.

Shuffle and cut. 5. Dealer has the right to shuffle last. The pack must be cut by the player at his right, leaving at least four cards in each packet of the cut. Usually, two packs are used alternately, one being shuffled by dealer's partner while the other is dealt.

The deal. 6. Each player receives five cards, dealt in batches of 3-2 or 2-3. The dealer may choose either order, but whichever he chooses he must adhere to. After all hands are dealt, the next card of the stock is turned up to propose the trump suit.

Making. 7. The turn-up proposes the trump suit, but its acceptance depends on one or two rounds of *making*. Eldest hand (player at left of the dealer) speaks first. He must say either "Pass" or "I order it up". The latter statement accepts the turn-up suit. If he passes, dealer's partner must say either "Pass" or "I assist", the latter meaning acceptance. If the first two players pass, the third must either pass or order it up.

If the first three players pass, dealer signifies a pass by *turning it down*, that is, placing the turn-up face down under the pack. He usually signifies acceptance of the turn-up by discarding one card face down from his hand (see paragraph 10).

8. If dealer turns it down, there is one more round of declaring. Each in turn, beginning with eldest hand, must either pass or make it

by naming a suit other than that rejected (provided, of course, that all players ahead of him have passed). If all four players pass in the second round, the cards are thrown in and the next dealer deals.

9. The hand that makes the trump (whether by ordering it up, assisting, accepting, or naming a new suit) has the right to declare "I play alone". The partner then discards his hand and does not participate in the play.

10. If the turn-up is accepted, by him or another player, dealer has the right to take the turn-up into his hand in exchange for a discard, provided that he makes the discard before the opening lead. By custom the turn-up is left on the pack until the dealer chooses to play it.

The play. 11. When the maker plays alone, the opening lead is made by the player at his left; otherwise it is made by the eldest hand, regardless of who is the maker.

12. The leader to any trick may lead any card. Each other hand must follow suit if able; if unable, the hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Object of play. 13. The object is to win three tricks, or all five tricks. The latter is called *march*. If the maker's side fails to win three tricks, it is *euchred*.

Scoring. 14. Only the side that wins a majority of the tricks scores. The side that made the trump, playing in partnership, scores 1 point for winning three or four tricks, 2 points for march. The maker playing alone scores 1 point for three or four tricks, 4 points for march. (Of course this score benefits the partner of the lone player also, since they go to a joint account.) If the making side is euchred, the other side scores 2 points.

15. The side first to reach a total of 5 points wins a game. (By agreement the game is sometimes fixed at 7 or 10 points.) The score is by custom kept by small cards not used in the pack, as a three and a four.

16. (*Optional rule.*) The side first to win two games is credited with 2 rubber points, plus the difference between the total rubber points awarded to each side separately as follows: 3 points for a game in which the losers scored nothing; 2 for a game in which the losers scored 1 or 2; 1 for a game in which the losers scored 3 or 4. When rubbers are played, settlement is made according to the rubber points only.

Irregularities. 17. *New deal.* There must be a new deal by the same dealer if a card is exposed in dealing, or if a card is found faced in the pack, or if the pack is found to be imperfect (in the last case, scores of previous deals stand).

18. *False declaration.* If a player says "I order it up" or "I assist", using the term proper only to an opponent, there is no penalty; he is deemed to have accepted the turn-up. If a turn-up is turned down, and if a player then names the same suit for trump, his declaration is void and his side may not make the trump.

19. *Declaration out of turn.* If a player makes any declaration out of turn (except a pass), his side may not make the trump.

20. *Wrong number of cards.* If, before the first trick is quitted, any hand is found to have the wrong number of cards, there must be a new deal; if the error is discovered at a later time, play continues and the side with the incorrect hand may not score for that deal.

21. *Lead out of turn.* If a player leads out of turn, and the trick is gathered before the error is noticed, it stands as regular. If the error is noticed at a previous time, the erroneous lead becomes an exposed card and other cards played to the trick are retracted without penalty; when the offending side next gains the lead, the opponent at right of the leader may name the suit to be led. A lone player may not be so penalized for a lead out of turn, but may be required to retract it.

22. *Exposed card.* If a player exposes a card from his hand, except in properly leading or playing it, such card must be left face up on the table and played at first legal opportunity. But there is no penalty against a lone player for exposing cards.

23. *Illegal information.* If a player looks at the cards of any quitted trick, or improperly gives information to his partner about the quitted tricks, previous play, or his own hand or intentions, the opponent at right of the leader may name the suit to be led at the next time the offending side gains the lead.

24. *Revoke* is failure to follow suit to a lead when able. A player may correct his revoke before the trick is gathered; otherwise it stands established. For established revoke, the opponents of the offender may score 2 points or require 2 points to be deducted from the revoking side (the penalty being 4 points in case of a lone player).

Pointers on Euchre play. At 0-0 score, eldest hand and his partner have little interest in ordering it up, for if it is turned down their side will have first chance to name a new suit. The only occasion for ordering it up (thereby assuring the dealer at least one trump) is a hand of three fairly sure tricks, including at least two trumps.

The partner of the dealer may well assist on any two trumps and one side ace or king, or even less strength. But if the turn-up is a bower or ace, he should give consideration to playing alone: if he cannot assist and play alone, he should usually pass so as to allow dealer to play alone.

The dealer should usually accept the turn-up, for he thereby gains a trump and forestalls two undesirable events: a make by the opponents; a call of lone hand by an opponent, which would deprive dealer of his great advantage of playing last to the opening lead. But the dealer may well turn it down when he is better prepared for another suit as trump, especially a cross suit, e.g. when he has a black bower and the turn-up is red.

Normal requirements for accepting the turn-up give way to urgencies of the score in certain situations. The commonest of these is: one side is *at the bridge*, having 4 points, while the other side has 1 or 2 points. The latter side could win the game by calling alone and winning a march; the side at the bridge usually accepts the turn-up regardless of

EUCHRE

THREE-HAND EUCHRE

its cards, for at worst it suffers euchre, but 2 points do not give the opponents the game. Another common situation arises when one side has 3 points. The other side must then be conservative, for if it makes the trump the first side needs to win only three trick to go game, whereas if the first side makes the trump it needs all five tricks for game.

In the play it must be remembered that each player holds only five cards, in which four suits can be represented: For everyone to follow twice to the same suit is almost unheard of. The first time a suit is led, you may as well play your highest card unless someone before you has already played a higher. It is never compulsory to lead a trump, but with two trumps, including one high one, and two cards of a side suit, including one high one, a trump lead often pays.

SET-BACK EUCHRE

This is a variation in scoring. Only the maker's side scores; when it is euchred, 2 points are deducted from its score. The traditional way of keeping score is to give each side (or each player, in non-partnership play) five chips. For each point he wins, a player puts one chip in the centre pool; for each euchre he suffers, he takes out two chips. The first to get rid of all his chips wins a game. Set-back, like regular Euchre, is a game of bidding to the score, but the list of emergency situations is somewhat different. For example, when any player is at the bridge, another player will usually make the trump if he can speak first, regardless of his own score. At worst, he is set back 2, but the game is kept alive for at least one more deal.

Penalty Euchre or Euchre Loo is a form of Set-back suitable to four or five players. An extra hand or widow of five cards is dealt. Each player in turn has the right to discard his original hand face down and take either the widow or the hand discarded by a player ahead of him. The turn-up fixes the trump for the deal, and the dealer may not take it. Eldest hand makes the opening lead and each player gathers his own tricks. Every player has twelve chips at the outset, and the first to get rid of his chips wins a game. Each player puts one chip in the centre pool for each trick he wins; if he wins no trick, he receives one chip from each other player who did win a trick.

THREE-HAND EUCHRE

This form is also called Cutthroat Euchre. Each plays for himself. There is of course no assisting. The maker of trump plays alone against the other two in temporary partnership. The maker scores 1 point for winning three or four tricks, 2 for march; or, each opponent scores 2 for euchre. All other rules are the same as in Four-hand Euchre, except as to irregularities. On page 206-7, paragraphs 17, 20, 24 apply; paragraphs 21, 22, 23 apply only to opponents of the maker; the other paragraphs never apply.

Blind Euchre is a variant best for three-hand play. A widow of two cards is dealt. To accept the turn-up, a player must take the widow,

then discard any two cards face down, and play against the others in temporary partnership. If none takes the widow, the deal is abandoned without score.

TWO-HAND EUCHRE

The pack comprises 24 cards, made by discarding the sevens and eights from the regular Euchre pack of 32. The rules follow the four-hand game, with the modifications obviously necessary. The maker scores 2 for march; the only applicable rule on irregularities is paragraph 24, page 207.

RAILROAD EUCHRE

Euchre was at one time much played by commuters *en route* to and from their offices. Many features were introduced to speed up the *tempo* of the scoring, not only to complete games faster but also to pile up larger differences of score in a few games. All such features are called collectively Railroad Euchre. Any or all of the following may be added to the regular game.

The joker is added to the pack. It always ranks as the highest trump, above the right bower. If a joker is turned up, hearts are trumps.

Exchange. A lone player has the right to discard one card face down, and to receive in exchange one card from his partner's hand, chosen by the partner without consultation or exposure of his hand. This exchange is additional to dealer's vested right to take the turn-up. If dealer declares alone, he takes the exchange card from his partner before committing himself as to the turn-up, so that if the card received does not suit him he can discard it for the turn-up. If dealer's partner declares alone, dealer is entitled to give him the turn-up.

Where exchange is allowed, it may be agreed that the maker can try for an increased score by forgoing it. (Dealer, to earn this chance, must also refrain from taking the turn-up.) The pat-hand maker scores 1 point for winning three or four tricks, 5 for march; euchre costs 3 points.

Opposing alone. Either opponent of a player who has declared alone may declare that he will oppose alone. Where the lone maker is allowed exchange (preceding paragraph), the lone opposer has the same right. The euchre of a lone maker by a lone opposer counts 4 points. If the pat-hand rule is adopted (preceding paragraph), opposing a lone pat hand alone is not permitted.

Laps. When a side goes over the total of 5 points in winning a game, the excess is carried over to the next game. The effect of this rule is to preserve the incentive to playing alone, whatever the score.

Slam. A game counts double if the losers fail to score a point; a single game can therefore be a rubber.

Jambone. A lone player may expose his whole hand, and allow the opponents (without consultation) to name the card he must play to

each trick. If the jambone player wins march, he scores 8 points. Opposing jambone alone is not permitted.

Jamboree. If the maker of trump holds the five highest trumps (without help of the turn-up), he scores 16 points (which includes the score for march). This rule is interpreted by some players to mean the actual five top-ranking trumps, beginning with the joker if used or the right bower, if it is not; other players take it to mean the five highest trumps in play, regardless of what they happen to be. In either case, the rule is about as useful as royalties for a royal flush in Poker.

AUCTION EUCHRE

Number of players. 1. Five to seven may play.

The pack. 2. With five players, the regular Euchre pack of 32 (see page 205). With six players, add the sixes to the pack, making 36 cards. With seven players, use a full pack of 52 cards. The joker may be added to the pack by agreement.

Rank of cards. 3. The jack of the trump suit is right bower; the left bower is the jack of the other suit of same colour as the trump. The suit of the left bower is *next*; the suits of opposite colour are *cross suits*. The rank of the cards, so far as the pack extends, is as follows:

Trumps: Joker (high), J (right bower), J (left bower), A, K, Q, 10, 9, 8, 7, 6, 5, 4, 3, 2.

Next: A (high), K, Q, 10, 9, 8, 7, 6, 5, 4, 3, 2.

Cross: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

Drawing for position. 4. The pack is spread face down and each player draws a card. The lowest has choice of seats and deals first; the next-lowest sits at his left, and so on. In drawing only, the cards rank as in cross suits except that the ace is low, below the deuce. Players drawing equal cards must draw again.

Shuffle and cut. 5. Dealer has the right to shuffle last. The pack must be cut by the player at his right, leaving at least four cards in each packet of the cut.

The deal. 6. Each player receives: five cards, dealt in batches of 3-2 or 2-3, when there are five or six players; seven cards, dealt in batches of 4-3 or 3-4, when there are seven players.

7. After the first round of the deal, a widow is dealt to the centre of the table: two cards when there are five or six players; three cards (or all that remain) when there are seven.

Bidding. 8. There is one round of bidding. Each player in turn, beginning with eldest hand (player at left of the dealer), must pass or make a bid higher than any preceding bid. All bids are made in numbers alone, no suit being specified. The obligations of the bids are explained below.

9. *Five-hand.* Bid of 3: to win three tricks, with aid of the widow

and one partner. Bid of 4 or 5: to win this number of tricks, with aid of the widow and two partners. Bid of eight: to win five tricks, playing alone with help of the widow. Bid of 15: to win five tricks, playing alone and without using the widow.

10. *Six-hand*. Bid of 3, 4, or 5: to win this number of tricks, with aid of the widow and partners. Bid of 8: to win five tricks, playing alone, with aid of the widow. Bid of 15: to win five tricks, playing alone and without using the widow.

11. *Seven-hand*. Bid of 4 or 5: to win this number of tricks, with aid of the widow and one partner. Bid of 6 or 7: to win this number of tricks, with aid of the widow and two partners. Bid of 10: to win seven tricks, playing alone, with aid of the widow. Bid of 20: to win seven tricks, playing alone and without using the widow.

12. If his bid permits, the high bidder takes the widow into his hand and then discards an equal number of cards face down. He then names the trump suit. If entitled to partners, he chooses them before the opening lead.

Partners. 13. *Six-hand*. There are two partnerships of three each, partners sitting alternately. When the high bid commits the maker to play alone, the other two partners place their hands face down on the table and stay out of the play.

14. *Five-hand and seven-hand*. There are no fixed partnerships, but when the bid permits, the maker of trump chooses one or two partners for that deal. He may choose any he will, regardless of the positions at the table, so that all players of a partnership might play consecutively to the trick. The players not in partnership with the high bidder combine in temporary partnership against his side.

The play. 15. When the trump maker plays alone, the opening lead is made by the player at his left; otherwise it is made by eldest hand, regardless of who is the maker.

16. The leader to any trick may lead any card. Each other hand must follow suit if able; if unable, a hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Scoring. 17. The amount of the bid is credited to the maker if his side wins at least that number of tricks, or to the opponents if he fails. Nothing is earned by taking extra tricks beyond what are necessary to make or defeat the bid. In five-hand and seven-hand play, a score earned by a partnership is credited in full to each member separately.

18. Each deal is treated as a separate game, settlement being made at once by chips taken from a common pool. At the end of a session, the partnerships in six-hand pay and collect according to the difference of chips won; in five-hand and seven-hand, the total of chips won is divided by the number of players to determine the average winning, and each player collects or pays according as his own stack is above or below the average.

CALL-ACE EUCHRE

This is a method of determining the temporary partnerships in a game of four, five, or six players where there are no fixed partnerships. The trump suit is decided by making, as in the four-hand partnership game (page 205). The maker names any suit (trump or plain), and the holder of the highest card in that suit becomes his partner. Since not all the cards of the pack are in play, the partner may not know that he is such until a late or the last trick. But in any case he must say nothing to reveal that he is the partner, after he discovers the fact. He may and should help the maker by suitable choice of leads and plays, so helping the maker to infer his identity. (The same strictures of course apply also to the opponents of the maker; "talking across the table" by either side is unethical.)

When the maker himself holds the highest card of the named suit, he is deemed a lone player. The maker may deliberately play alone, either by announcing his intention and calling no suit for partnership, or by naming a suit of which he holds the ace. For march, a lone player scores as many points as there are players in the game. Made by a partnership, march counts 2 in four-hand; 3 if there are more players.

HASENPFEFFER

Like the parent game, this variant of Euchre was probably invented by the Pennsylvania Dutch. It may have been named after the rabbit dish *hasenpfeffer*, or more likely, after the German expression *Hase im Pfeffer*, used like the American "in a pickle", for the player to whom the joker is dealt is apt to find it not an unmixed blessing.

Number of players. 1. Four, in two partnerships. Partners sit opposite each other.

The pack. 2. A pack of 25 cards, made by discarding all cards below the nines from the full pack and adding the joker.

Rank of cards. 3. The joker is always the highest trump. Second-best is the jack of trumps, right bower; third-best is the jack of the other suit of the same colour as the trump, left bower. The rank in trumps is thus: Joker (high), J (right bower), J (left bower), A, K, Q, 10, 9. In plain suits, the rank is: A (high), K, Q, (J), 10, 9.

The deal. 4. Each player receives six cards, dealt in batches of three at a time, beginning with eldest hand (player at left of the dealer). The last card of the pack is placed face down on the table as the widow.

Bidding. 5. There is one round of bidding. Each player in turn, beginning with eldest hand, must pass or make a bid higher than any preceding bids. All bids are made in numbers from one to six, without specifying a suit.

6. If all four players pass, the player holding the joker must show it and make a bid of three, which stands. Should no player have the joker (it being the widow card), the deal is abandoned without score.

7. The high bidder takes the widow into his hand, names the trump suit, and discards one card face down.

The play. 8. The trump maker leads first. He may lead any card. After any lead, each other hand must follow suit if able; if unable to follow suit, a hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Scoring. 9. If the side that made the trump wins at least the number of tricks bid, it scores one point for every trick taken. If it fails to make the bid, the amount of the bid is deducted from its score (the side is *set back*). In either case, the other side scores one point for each trick it has taken.

10. The side that first reaches a total of 10 points wins a game. If both sides reach 10 in the same deal, the side that made trump wins.

Irregularities. Follow rules for Euchre, paragraphs 17-24, page 206-7.

Pointers on Hasenpfeffer play. A holding of three cards in a suit will probably win a trick through length, if nothing else, as trumps. Count each joker, or bower or trump ace (if adequately guarded), as an additional trick, and count each side ace a trick. It is proper to base a bid on the expectation that partner will furnish one trick. A typical minimum hand for a bid of three is three trumps (of any ranks) and a side ace. Bold bidding is likely to pay better than conservative bidding.

If long (three or more cards) or notably strong in trumps, the bidder should open the suit. But with no side tricks to protect, the opening lead of a low side card may turn out better. The play involves much guessing, but the partner of the maker should usually try to show as quickly as possible where his tricks, if any, lie. The opponents should try to force the lead into the hand of the maker or his right-hand opponent, rather than into either of the other two hands.

DOUBLE HASENPFEFFER

Three, four, or six may play, using a Pinochle pack of 48 cards; the right bower is the highest trump. With four or six, there are two partnerships, partners sitting alternately. The whole pack is dealt out, without a widow. The lowest bid permitted is for half the number of tricks, and dealer must bid at least this number if the other players pass. The trump maker may play alone, in which case he may discard one or two cards face down and receive an equal number from his partner or partners, selected by them but without any consultation between partners. The discard is made before seeing partner's cards, and the cards received are not shown.

A lone player who fails is set back by as many points as there are cards per hand; if he wins, he scores twice as much as he makes. If dealer bids the minimum and fails, he is set back only half the minimum. The player or side first to reach a total of 62 points wins a game.

FIVE HUNDRED

Five Hundred is based on Euchre, but gives much greater scope for skill because the entire pack is in play and each hand is ten cards. It was devised to meet a widespread demand for a game intermediate in difficulty between Euchre and Whist. The rules were first copyrighted by the United States Playing Card Company in 1904. Five Hundred was an instant success, and it remained the foremost social game for a decade, until supplanted by Auction and Contract Bridge.

Number of players. 1. From two to six may play. Different variants are adapted to different numbers of players. First described below is the three-hand game; each plays for himself.

The pack. 2. A pack of 33 cards, made by discarding all cards below the sevens from a full pack and adding the joker. [For other numbers of players, the number of cards in the pack varies accordingly; and a 62-card pack is manufactured especially for the six-hand game.]

Rank of cards. 3. The joker is always the highest trump. Second-best is the jack of trumps, right bower; third-best is the jack of the other suit of same colour as the trump, left bower. The rank in trumps is: Joker (high), J (right bower), J (left bower), A, K, Q, 10, 9, 8, 7. In each plain suit the rank is: A (high), K, Q, (J), 10, 9, 8, 7.

4. The bidding denominations rank: no trump (high), hearts, diamonds, clubs, spades.

Drawing. 5. Cards may be drawn from a pack spread face down, for first deal. Lowest card is the first dealer. In drawing for deal only, ace ranks low, below the two, and the joker is the lowest card of the pack.

Shuffle and cut. 6. Dealer has the right to shuffle last. The pack is cut by the player at his right; the cut must leave at least four cards in each packet.

The deal. 7. Each player receives ten cards, dealt in clockwise rotation, beginning with eldest hand (the player at left of the dealer), in batches of 3-4-3. After the first round of the deal, a widow of three cards is dealt face down in the centre of the table.

Bidding. 8. There is one round of bidding. Each player, beginning with eldest hand, must pass or make a bid higher than any preceding bid. Each bid must name a number of tricks, from six to ten, together with an intended denomination, no trump or a suit [as, "Six spades"]. To overcall a previous bid, a player must bid more tricks, or the same number of tricks in a higher-ranking denomination.

9. The high bid becomes the contract, and the two other players combine in temporary partnership against the contractor.

10. If all players pass, the deal is abandoned without a score. **(Optional rule:** A passed deal is played at no trump, each player for himself. Eldest hand leads first. Each trick won counts 10 points. As there is no contract, there is no setting back.)

SCORING

FIVE HUNDRED

The play. 11. The contractor takes the widow into his hand and then discards any three cards face down. He then makes the opening lead.

12. The leader at any time may lead any card. Each other hand must follow suit if able; if unable, the hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

13. At no trump, the joker wins any trick to which it is played; when the joker is led, the leader must specify the suit that it calls for. The joker may be played on a lead by another hand only when the owner is void of the suit led.

Scoring. 14. If the contractor makes his bid, he scores according to one of the following tables:

AVONDALE SCHEDULE (Recommended)

TRICKS	6	7	8	9	10
♠	40	140	240	340	440
♣	60	160	260	360	460
♦	80	180	280	380	480
♥	100	200	300	400	500
No Trump	120	220	320	420	520

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ORIGINAL SCHEDULE

IF TRUMPS ARE	6 TRICKS	7 TRICKS	8 TRICKS	9 TRICKS	10 TRICKS
Spades	40	80	120	160	200
Clubs	60	120	180	240	300
Diamonds	80	160	240	320	400
Hearts	100	200	300	400	500
No Trump	120	240	360	480	600

INVERTED SCHEDULE

IF TRUMPS ARE	6 TRICKS	7 TRICKS	8 TRICKS	9 TRICKS	10 TRICKS
Clubs	40	80	120	160	200
Spades	60	120	180	240	300
Hearts	80	160	240	320	400
Diamonds	100	200	300	400	500
No Trump	120	240	360	480	600

15. There is no credit for extra tricks over the contract, except that if the contractor wins all ten tricks he scores a minimum of 250 (more, if his bid was for more).

16. If the contractor fails to make the contract, the value of his bid is deducted from his score. It is possible for a player to be set back until he has a minus score; he is then said to be *in the hole* (from the common practice of drawing a ring around a minus score).

17. Whether the contract is made or defeated, each opponent of the contractor scores 10 for each trick he himself has taken.

18. The player first to reach a total of plus 500 points wins a game. If two or more players could reach 500 in the same deal, the contractor wins against an opponent; as between opponents, the first to reach 500 in the course of play wins, and the deal is not played out unless the contractor could also reach 500 by making his bid.

[An optional alternative is to require 1,000 or 1,500 for game. The scoring is speeded up by awarding points for cards won in tricks: 1 for each ace, 10 for each face card or ten, the pip value for each lower card, nothing for the joker. These points of course do not reckon in the question of whether the contractor makes l's bid. He scores them only if he makes; the opponents always score them.]

Nulló. 10. By agreement the players may allow an additional declaration, *nulló*. This is a bid to win no tricks, at no trump. Its value is 250, so that it ranks higher than eight spades, lower than eight clubs (Avondale schedule). If the *nulló* contractor fails, each opponent scores 10 for each trick taken by the contractor, and the latter is set back 250.

Irregularities. 20. *New Deal.* There must be a new deal by the same dealer if a card is found exposed in the pack; if the dealer gives the wrong number of cards to any hand; or if, before the last card is dealt, attention is called to the fact that the cut was omitted or that the dealer departed in any way from the prescribed method of dealing (as by dealing batches 3-3-4 or 4-3-3, or laying out the widow at any time but after the first round).

21. *Bid out of turn.* In three-hand play, there is no penalty for a pass or bid out of turn; the call is void, and the player may make any legal call in his proper turn. In partnership play, a bid (not a pass) out of turn is void and that side may make no further bid (though a bid made previously by partner of the offender is not cancelled).

22. *Wrong number of cards.* If, during the bidding, two hands (excluding the widow) are found to have the wrong number of cards, there must be a new deal by the same dealer. If the widow and one hand are incorrect, they must be rectified; another player draws out the excess cards and gives them to the short hand; and the player whose hand was incorrect is barred from bidding.

If, during the play, the contractor and an opponent are found to have incorrect hands, or if there is one incorrect hand due to an incorrect pack, there must be a new deal by the same dealer. If two opponents have incorrect hands, the contractor's being correct, the bid is deemed to have been made and the opponents may not score. The contractor may continue play in an effort to win all the tricks, and he is deemed to win all the final tricks to which the short hand cannot play. If the opponents' hands are correct, the contractor's hand and his discard incorrect, the bid is lost, but the deal is played out to determine how many tricks are to be credited to each opponent.

23. *Exposed card.* A card is deemed exposed if it is dropped face up on the table, held so that a partner sees its face, or named by the owner as being in his hand. An exposed card must be left face up on the table and played at first legal opportunity thereafter. But there is no penalty

against a contractor playing alone for exposing cards, except in case of a corrected revoke (paragraph 25).

24. *Lead or play out of turn.* A lead out of turn must be retracted on demand of an opponent, and cards played to it may be retracted without penalty. The card led in error is treated as an exposed card; the bidder may require the partner of the offender to lead a named suit, or not to lead the suit of the exposed card.

If a player plays out of turn, not as leader, his card is deemed exposed. If an error in leading or playing out of turn is not noticed until the trick is gathered, it stands as regular.

25. *Revoke.* Failure to follow suit to a lead when able is a revoke. A revoke may be corrected at any time before the next ensuing lead, otherwise it stands as established. When a revoke is corrected, the incorrect card is deemed exposed, including a case where it belongs to a contractor playing alone. If an established revoke is claimed and proved before the cut for the next deal, and the revoking hand was on the contracting side, the contract is scored as lost; if the revoking hand was an opponent, the contract is scored as made, and the opponents score nothing.

26. *Illegal information.* If a player gives information illegally to his partner, or looks at a trick after it is gathered and quitted, or if the contractor's discards are looked at by him after the opening lead, or by another player at any time: the opponent at the right of the leader may name the suit to be led on the next occasion the offender or his partner gains the lead.

27. *Error in score.* A proved error in recording scores must be corrected on demand made before the first bid (not pass) of the next deal after that to which the error pertains. In any other case, recorded scores may not be changed.

Pointers on Five Hundred play. The normal minimum trump length for any bid is five cards, or four including two or three of the highest trumps. A rough method of determining how many tricks a hand will take is to count one trick for each trump in excess of three, and one trick for each side ace and king.

The widow may properly be counted on to improve the pattern of the hand, as by adding a trump or an extra card to a long side suit. Specifically, when you hold four cards of a suit, it is about 5 to 3 that the widow will furnish at least one more card, and when you have a five-card length, the chance is about 5 to 4. But to count on the widow to furnish specific high cards, valuable because of their rank, is a losing proposition. Reckoning as "places open" the missing high cards, any one of which would justify your bid, your chances of finding one such card in the widow are approximately as follows:

- 1 place open, odds are 7 to 1 against
- 2 places open, odds are 3 to 1 against
- 3 places open, odds are 9 to 5 against
- 4 places open, odds are 6 to 5 against
- 5 places open, odds are 5 to 4 in favour

When you need one of five or more specific cards, you probably have not enough to outbid the other players anyhow.

With great trump strength and little else, bid the maximum value of the hand, and even stretch it if necessary to shut out an overcall. For example:

The rule-of-thumb count shows six tricks; yet to bid six spades, the lowest bid, is probably futile. Bid at least seven; many experienced players will bid eight without a qualm, since another spade or diamond from the widow will give good chances of making.

With general strength rather than excess trumps, be conservative. There is less chance of an overcall, and more prospect of setting back an overcaller.



The rule-of-thumb count shows eight tricks, but obviously the hand stands to lose at least the right bower and two side aces unless it is very lucky. There is no urgency to bid more than seven, and the hand might well pass a seven-bid ahead of it, content to defend.

Discarding is a relatively easy problem: you discard what you can spare. Vital to save are: trumps, all cards in side suits of

four or more, necessary guards to side kings and possibly side queens.

The contractor should almost always open trumps, in order at least to pull two trumps for one. After pulling all or most of the adverse trumps, he should try to establish any side suit of four or more cards. Lacking a long side suit, he should try to manage the play so as to make the most of his side cards, by throwing the lead to the left-hand opponent.

The bid of no trump is usually reserved for a hand of general strength but lacking in bowers. The joker is essential if the hand does not have all four suits stopped, and even with stoppers the hand may be wrecked by the joker held by an opponent. The greatest comfort to a no-trumper is a long solid or nearly solid suit, such as A-K-Q-8-7. The opening lead gives the contractor the essential advantage of starting on his long suit before the opponents can attack his stoppers in their long suits.

The nullo bid—to lose all the tricks—obviously requires an extraordinary hand. The holding of some high cards, even aces and even the joker, is not necessarily fatal; what counts is the number of small cards in each suit. The holding of K-J-9-7 can never be forced to take a trick

(against adverse leads), and A-Q-10-8 is reasonably safe. An important point is that the nullo contractor must lead first, and therefore must have at least one suit that is reasonably safe even after he has opened it.

FOUR-HAND FIVE HUNDRED

The four-hand game is played with fixed partnerships, partners sitting opposite. The pack is 42 cards, made by discarding the twos, threes, and black fours from a 52-card pack. The joker may be added if desired; usually it is not. Each player receives ten cards and the balance goes to the widow. If one side's score reaches minus 500, its opponents win the game. All other rules are as in the three-hand game, except that two always play against two.

TWO-HAND FIVE HUNDRED

The pack and the deal are the same as in the three-hand game, except that the hand at dealer's left is dealt face down on the table and is dead. With these ten cards out of play, the bidding is largely guesswork. Not to be left "at home" by a bold opponent, a player is bound to be forward in bidding and to speculate on buying just what he needs from the widow. If one player's score reaches minus 500, the other wins the game.

The two-hand game may also be played with a 24-card pack, ninespot low; the widow is four cards, no extra hand is dealt, and the rules otherwise are as in three-hand.

FIVE-HAND FIVE HUNDRED

Five players use the regular 52-card pack, usually with the joker added, so that each player receives ten cards and there is a three-card widow as in three-hand.

After the bidding, the high bidder may select any other player to be his partner; if he bid for eight or more tricks, he may name any two partners. (Some play that the high bidder selects his partner by naming a card, as in Call-Ace Euchre, page 212.)

SIX-HAND FIVE HUNDRED

For six players there is available a 62-card pack that includes spot cards numbered 11 and 12 in each suit and 13 in each of two suits; the joker may be added, making a 63-card pack and permitting a deal of ten cards to each player, and three to the widow. There are two sides of three partners each, the partners being seated alternately so that each has an opponent on his right and left.

♣ STOPS ♠

STOPS is the generic name for a whole family of games, grouped together because of certain similarities rather than because of any known blood relationship. The common essential feature of such games is that the play stops, temporarily or finally, when a card specified to be played next is not available.

History. In the seventeenth century, European society was seized by a gambling fever that led to the invention of a myriad simple card games designed for the rapid redistribution of wealth. We know the names of many of these games; the rules of few. A much-exploited plan seems to have been a layout on which the bettors placed stakes, which were then collected by the persons who chanced to be dealt the corresponding cards. One of the few survivors is Matrimony.

The terms on which the stakes of the layout could be collected were in many cases made more complex, perhaps to heighten the suspense, and this may have been the origin of the "stops" principle, as exemplified in Pope Joan. Not a few of the old-time fashionable games were *potpourris* of various ideas, ending with stops play; examples are the German Pochen (or French Poque) and the Italian Stoppa.

In the course of time, the stops idea became of interest in itself, and was exploited apart from a layout and betting. The game Comet is called "the new game" in a 1768 book, and its invention is said to have been inspired by the return of Halley's comet in 1759. Only Matrimony and Pope Joan are mentioned in Bohn's Handbook of Games (1850). In the latter part of the century we find first mention of Newmarket, Snip Snap Snorem, Enflé. Fan Tan and Eights appear to have developed later.

NEWMARKET

In the States this game is called Michigan. Other variant names are Stops, Boodle, Saratoga, Chicago.

Number of players. 1. From three to about eight may play. A large number—five or more—makes a faster and more hilarious game than a small number.

The pack. 2. A regular pack of 52 cards.

Rank of cards. 3. The cards in each suit rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The layout. 4. In the centre of the table is placed a layout of "boodle" or "money" cards (also known as "luxuries"), taken from another pack.

These are one ace, king, queen and jack, of different suits, as: ♥A, ♦K, ♠Q, ♣J. Prior to the deal, the layout is "dressed" by all the players. Each player is provided with Poker chips, and he must distribute a prefixed number on the boodle cards. Since the deal is an advantage, the dealer must put out twice as many chips as the quota for the other players. The usual rule is that a player must put one chip on each card, the dealer, two chips. An alternative rule is that each player may distribute the quota of four or eight chips as he pleases.

The deal. 5. First dealer is determined by lot, as by dealing cards around until the first jack appears. Thereafter, the turn to deal rotates clockwise. In fairness, a session of Newmarket should be terminated only at a time when all players have dealt an equal number of times.

6. The dealer distributes the whole pack, one card at a time, as far as it will go. (It is permissible for some hands to have one more card than other hands.) One more hand is dealt than the number of players; the extra hand or widow is dealt at the immediate left of the dealer. The cards are dealt in clockwise rotation, the first card to this hand.

The widow. 7. The extra hand belongs to the dealer. After looking at his own hand, he may, if he wishes, discard it face down and take up the widow instead. If he does not take the widow, he is bound to sell it to the highest bidder. Chips paid for the widow go to the dealer, and the buyer discards his own hand face down. If none takes or buys the widow, it is set aside, still face down.

The play. 8. Eldest hand (player at left of the dealer) makes the first lead. He may choose any suit, but must lead the lowest card he holds in that suit.

9. The played cards are not stacked together in tricks; each card as played is placed face up in front of the owner. The player must announce orally the rank of his card in playing it, and, if it is a lead, also the suit. This oral announcement is necessary to keep the game from bogging down, since the turn to play does not rotate but skips about in accordance with the chance of the deal.

10. After any lead or play, the holder of the next-higher card of the same suit must play it. (For example, if eldest hand leads and announces "five of clubs", the six of clubs must then be played if possible.)

11. The upward sequence of plays is stopped sooner or later, because it reaches the ace, or because the next card wanted is in the discarded hand or was previously played. The player of a card that proves to be a stop makes a new lead. (He should give reasonable time to ascertain that it is really a stop; the custom is to say "Stop!" and then wait a few seconds before leading.)

12. Each new lead must be in a different suit from the last series of plays, and the leader must always lead the lowest card he holds in the suit he chooses. If unable to change suit, the player must pass, and the turn to lead rotates to the left until it reaches a player who can change suit. If none can change suit, play ends. (Some play that the last player may then lead his lowest remaining card of the same suit.)

13. On playing a card corresponding to any of the four boodle or

money cards, a player at once takes all the chips on that card. Chips that are not won during a deal remain on the boodle cards (together with subsequent antes) until eventually won.

14. The first player to get rid of all his cards wins the deal, and play ends immediately.

Settlement. 15. The winner of a deal collects one chip from every other player for each card remaining in his hand. (An optional rule is that he collects two chips for each unplayed boodle card.)

Irregularities. 16. *Misdeal.* Exposure of a card in the deal does not require a redeal. An incorrect hand discovered before there has been any play must be corrected (a short hand drawing the excess from a hand with too many cards), but after that it stands.

17. *Error in play.* A player who violates a rule of play may not win the hand or collect by playing a boodle card, and must pay each other player one chip; if he goes out first, the others continue play. If the offender fails to play a card lower than the boodle card of the same suit, and that boodle card is not played during that deal, the offender must pay the holder of the card the number of chips on it.

18. *Condonement.* The error of leading the same suit as that previously stopped may be condoned only by agreement of all other players.

Pointers on Newmarket play. One's original hand is best retained if it contains a boodle card or a better-than-average number of face cards and aces. The purpose in taking or buying the widow is not only to get rid of a poor hand but also to have advance knowledge of the stops created by the discarded hand. The amount that should be invested for this purpose depends on many factors, but generally should not exceed as many chips as there are players.

The natural choice in leading is the longest suit in the hand, and this is generally sound policy. But a suit containing a boodle card should usually be led at every opportunity.

Keep track of all the stops—the cards in the discarded hand (if you have taken the widow) and the leads. Having gained a stop with only a few cards left, try to hold the lead by playing sure-stop cards first, reserving doubtful cards to the last.

BOODLE

Follow all the rules of Newmarket except:

The pack is dealt in equal hands to the players, leaving three or more cards for a widow.

PLAYERS	CARDS PER HAND	WIDOW
3	15	7
4	12	4
5	9	7
6	8	4
7	7	3
8	6	4

There is no exchange of one's original hand for the widow, which remains out of play to create stops. The dealer announces the number of chips that each player must put on the layout; the dealer is not required to place more, as he has no advantage. The player is free to distribute the chips as he will. (The variant in which equal amounts were required to be placed on each boodle card was called *Saratoga*, and this developed into *Newmarket*.)

MATRIMONY

This is a betting game of pure chance. Any number up to twenty-six may play. In the centre of the table is a layout with five divisions:

Matrimony (any king and queen)

Intrigue (any queen and jack)

Confederacy (any king and jack)

Pair (two cards of the same rank)

Best (highest diamond)

The dealer announces the number of chips he will bet; it may not be less than a minimum established by agreement before the game begins. He distributes them as he pleases on the layout. Every other player must then distribute a quota of chips as he pleases, one less than the number placed by the dealer. Then the dealer distributes a round of cards face down, one to each player, and a round face up.

Each player in turn to left of the dealer turns up his face-down card, and the first who shows the requisite combination collects the chips from matrimony, intrigue, confederacy, pair. When any such combination fails to be dealt, the chips on the corresponding part of the layout remain there, increased by whatever the players contribute subsequently.

According to the earliest sources, a player whose turned-up card was the ace of diamonds took all chips in the layout. The ace of diamonds as a face-down card had no value except as part of a pair. Later sources state that best is won by (a) the ace of diamonds, (b) any other ace, the first turned, if the ace of diamonds is not turned, (c) the highest diamond shown after all the cards are turned face up.

POPE JOAN

Follow all the rules of *Newmarket* except:

Discard the eight of diamonds from the pack. The layout has eight compartments, as follows:

Pope (nine of diamonds)

Matrimony (king and queen of trumps)

Intrigue (queen and jack of trumps)

Ace (of trumps)

King (of trumps)

Queen (of trumps)

Jack (of trumps)

Game (see text)

STOPS

COMET

Many different practices exist as to the cards in the layout, and the manner of placing bets on them. The usual rule is that only the dealer antes, e.g. one chip to Pope, two to matrimony, three to intrigue, etc. Or, the dealer must ante a prefixed number of chips, which he may distribute as he pleases. But modern practice tends to the rule that all players (including dealer) must ante one chip on each compartment of the layout.

The deal is as in Newmarket, except that the last card of the pack is turned for trump, and the widow is set aside as a dead hand to form stops. The stakes on compartments of the layout are won when the corresponding cards are played; matrimony and intrigue may be taken only by a player who plays both of the named cards. The chips on game go to the first player to get rid of his cards. A player left with the nine of diamonds (Pope), when another wins, is exempt from payment of chips for cards left in the hand.

SPINADO

Follow all the rules of Newmarket except:

Discard the eight of diamonds from the pack. (Some players also discard all the deuces.) The king is the highest-ranking card in each suit, the ace lowest. Deal a widow, but this widow is always left face down to form stops.

The layout comprises on three parts:

Matrimony (king and queen of diamonds)

Intrigue (queen and jack of diamonds)

Game (see text)

A player collects from matrimony or intrigue only on playing both named cards. The chips on game go to the player who first gets rid of all his cards, plus payment for cards left in the other hands. The ace of diamonds is called spinado, and it may be played next by the owner after he has played regularly. When played, spinado creates a stop, even though the owner has the next in sequence with the previous card he played.

Additional rules sometimes encountered are: The winner of a deal does not ante for the next. On playing the king of diamonds, a player collects two chips from each other player; on playing any other king, he collects one chip. On playing the ace of diamonds, a player may then lead a card that wins a pool, even though it is not the lowest of the suit in his hand.

COMET

Number of players. 1. From two to five may play.

The pack. 2. From two regular packs discard all the aces. Put all the remaining black cards in one pack, all the red cards in another; then exchange the ♣8 and ♦9. These nines are the comets. Use the two packs alternately.

Rank of cards. 3. The cards rank K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. Suits are ignored.

The deal. 4. The dealer distributes the cards in batches of two or three at a time, in clockwise rotation beginning with eldest hand (the player at his left). The whole pack is not dealt out; some cards at the end of the deal are set aside face down (to create stops). Follow this schedule:

NUMBER OF PLAYERS	EACH PLAYER RECEIVES	CARDS PER BATCH	DEAD CARDS
2	18	3	12
3	12	3	12
4	10	2	8
5	9	3	3

The play. 5. Eldest hand begins the play by leading any card he wishes. He continues to play additional cards in upward sequence so long as he can. When he stops, for lack of the next rank required, the turn passes to his left-hand neighbour. Each player in turn thus continues playing cards in upward sequence so long as he can.

6. All kings are stop cards. On playing a king, a player may immediately commence a new sequence, beginning with any rank he pleases.

7. If unable to play at all in his turn, for lack of the required rank, a player must pass, and the turn goes to the left. If all the players pass in succession, the one who played last begins a new sequence with a card of any rank.

8. All cards as played are put in one pile, face up, in the centre of the table. This pile should be kept squared up so that only the top card is readable.

9. To expedite the play, the rank of each card should be announced orally as it is played, and when a player must end his turn he should state "without queen" (or whatever rank is next required).

10. A player may, if he wishes, play any three or four nines simultaneously, or four cards of any other rank simultaneously (when this rank is called for). These are the only exceptions to the general rule that a player may play only one card of a rank at a time.

11. The off-colour nine (as ♣9 in the red pack) is the comet. It is a wild card, and may be played by the holder at any time in his turn. When played, the comet creates a stop, and the player may begin a new sequence. It is not compulsory to play the comet when able; the holder may pass when he lacks a card of the next rank required.

Scoring. 12. On playing the comet, the holder immediately collects 2 chips from each other player. (*Optional rule:* The value of the comet is increased by 2 for each successive deal in which it is found among the dead cards. After a pay-off for the comet at any increased value, it reverts to the base value 2 for the next deal.)

13. The player who first gets rid of all his cards wins the deal. Each loser pays the winner chips in amount of the numerical value of the cards left in his hand: face cards count 10 each, other cards their index value; the comet counts its current value, but for being caught with the comet in his hand, the loser has to pay double for all cards in his hand.

14. If the winner plays the comet as his last card, he collects quadruple if it was played as a natural nine, or double if it was played for

any other rank. The quadruple or double applies both to the bonus for playing the comet and the collection for winning.

15. A player makes *opera* when he goes out on his first turn. (An optional rule is to allow double collection for opera. Early rules allowed only eldest hand to collect for opera, but this windfall should be extended to all players, except that in a two-hand game there should be no payments at all if both players can make opera.)

Irregularities. 16. *Illegal pass.* If a player passes when able to play a card other than the comet, he may not thereafter play any card of the rank refused.

17. *Play out of turn.* No penalty, but cards played out of turn must be retracted and the turn reverts to the rightful player. But if after a play out of turn and call of "without" the player at the left has duly played a card, the play stands as regular.

18. *Wrong rank.* If a player plays a card of wrong rank, he must on demand retract his plays to the point of error and replay correctly. But if he has called "without" and the next player has played any card, the plays stand as regular.

Pointers on Comet play. The ideal hand would be one having exactly one card or four cards of each rank. Such a hand makes opera, whatever may be the rank required at its first turn to play.

With any choice in early play, strive to get rid of unwanted duplicates, reducing the hand to the ideal pattern.

Having the comet, save it even at considerable risk for your last turn, but not for your last card unless the odds are heavily in your favour. The great value of the comet is to provide a stop; plan to use it as such in a turn when you hope to get rid of all your remaining cards.

COMMIT

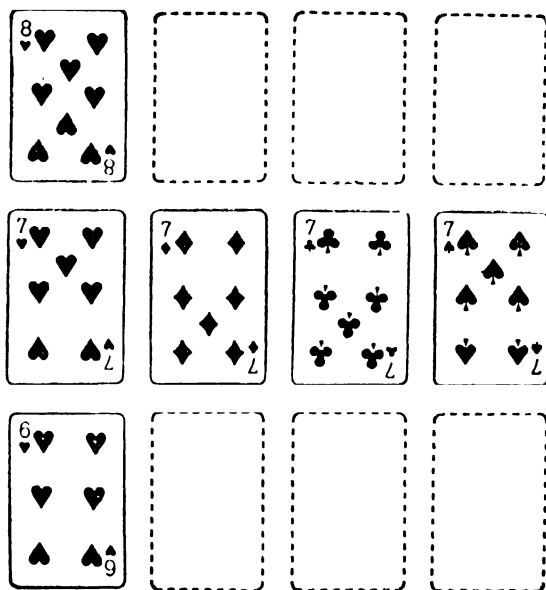
Follow all the rules of Comet, except:

From three to seven may play. Use one regular pack of 52 cards, discarding the ♦8. Deal the pack as far as it will go evenly, setting aside the extra cards left over as a dead hand. (With three players, put six cards in the dead hand.) Before the deal, a pool is formed by equal antes from all players, and the winner takes the pool. The ♦9 is the comet; it may be played only when the holder would otherwise have to say "without", and it calls for continuation either with the ♦10 or with any card of the next-higher rank (above that rank for which the comet was substituted). The comet has the fixed value of 2 chips, and each king counts 1 chip. When the comet or any king is played, the player at once collects its value from every other player. When play ends, losers pay the winner only for kings or comet left in their hands, paying 2 chips or 1, respectively.

FAN TAN

It has been recommended that this game be called Sevens or Parliament (as actually in some localities), but the name Fan Tan is almost

universally known. The name is doubly ambiguous: There is a gambling game Fan Tan, widely played in China with soy beans. (An indeterminate number of beans is taken from a pot; the players bet on whether the remainder, after division of the beans by 4, will be 0, 1, 2, or 3; and the beans are then counted.) An ancestor of Sevens was called Fan Tan, and was itself probably an offspring of Play or Pay. The game of Fan Tan described here is sometimes called Card Dominoes.



Number of players. 1. From three to eight may play.

The pack. 2. A regular pack of 52 cards.

Rank of cards. 3. The cards in each suit rank: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A.

The deal. 4. The cards are distributed one at a time in rotation clockwise, beginning with eldest hand (player at left of the dealer). The whole pack is dealt; it does not matter if some players receive one more card than others. (*Optional rule:* Each hand with the fewer number of cards antes 2 chips.)

The pool. 5. Prior to the deal, each player antes 1 chip, and this pool, increased by payments during the play, goes to the winner.

The play. 6. All sevens are set cards, and are always playable. The sevens as played are placed in a row in the centre of the table; the eights must be played in a row above and the sixes in a row below. Each eight may be built up in suit until the pile reaches the king; sixes are built down in suit to aces.

STOPS

EIGHTS

7. Eldest hand has first turn to play. Until a seven is played, no other card is playable. Once a seven is set, the cards in suit and sequence both ways are playable.

8. Each hand in turn must play one card if able. If unable, he must say "pass" and pay 1 chip to the pool.

9. The player first to get rid of all his cards wins the deal and the pool.

Irregularities. 10. *Illegal pass.* If a player passes when able to play, he must pay 3 chips to the pool (additional to the chip for passing); if he passed when able to play a seven, he must in addition pay 5 chips each to the holders of the six and eight of the same suit.

PLAY OR PAY

Follow all the rules of Fan Tan except:

There are no set cards. Eldest hand may lead any card. The only card playable at any time is the next-higher in sequence and suit with the one previously played. Each suit must thus be built up in one pile to thirteen cards, the rank being circular (ace ranks above the king as well as below the two). The player who plays the thirteenth card of a suit gains a stop, and may lead any card of another suit.

FIVE OR NINE

Follow all the rules of Fan Tan except:

A set card may be either five or nine. Eldest hand, or the first after him who is not obliged to pass, may begin with either a five or a nine, and the first card played fixes the set rank for that deal. In any case, the set cards must be built up and down in suit to the limits of king and ace respectively.

EIGHTS

Other names by which this game is known are Crazy Eights, Crazy Jacks, etc. (according to the rank chosen to be wild), and Swedish Rummy. It offers more scope for skill than any other Stops game, since there is much wider choice in the play.

Number of players. 1. Two, three or four may play. (Five or more may play with a double pack.) Four-hand may be played in two partnerships, or each for himself. But the best game is two-hand.

The pack. 2. A regular pack of 52 cards.

The deal. 3. Each player receives: seven cards, with two players; five cards, with three or more players. The rest of the pack is placed face down to form the stock. The top card of the stock is turned face up and placed beside it to form the starter.

The play. 4. Eldest hand (player at left of the dealer) has first turn. He must place on the starter a card that matches it either in suit or in

rank. Each in turn must thus play one card on the starter pile, matching the last-played.

5. If unable to play in turn, a player must draw cards one by one from the top of the stock until he is able and willing to play or until he exhausts the stock. After the stock is exhausted, a hand must play in turn if it can; when it cannot, the turn passes to the left.

6. All eights are wild. An eight may be played regardless of the last previous card, and regardless of whether the hand is able to play a natural card at that time. In playing an eight, the owner must name a suit, and the next card played must be of that suit (or another eight). No limitation as to rank may be made in playing an eight.

7. The player first to get rid of all his cards wins the deal. In four-hand partnership, both players of a side must get rid of their hands in order to win. If the stock is exhausted and no hand can play, the game ends as a block.

Scoring. 8. The winner of a deal collects for all cards remaining in the other hands: 50 for each eight, 10 for each face card, 1 for each ace, the index value for each other card. If the deal ends in a block, the player or side with lowest count collects the difference of counts.

9. Each deal may be treated as a separate game. In two-hand play, it is usual to keep score on paper; the first to reach a total of 100 or more wins a game. He collects the difference of final totals, plus a game bonus of 100.

Irregularities. 10. *Misdeal.* Any player may require a new deal, before he has played or drawn from the stock, if a card is exposed in dealing; or if a hand has the wrong number of cards; or if the pack is incorrect or imperfect; or if the pack was not properly shuffled, or was not offered for a cut.

11. *Incorrect hand.* If a player has the wrong number of cards and a redeal is not required as provided in paragraph 10: he must draw from the stock without playing, to make the number of his cards correct, if he had too few cards; he must show a card that he could legally play, or draw from the stock until he can show a card, then pass in turn, if he had too many cards.

12. *Failure to play when required to do so.* If a player does not play when able to do so, after the stock is exhausted, he must do so on demand of any other player; and he cannot win. Hands must be shown, when play is blocked, so that each player may satisfy himself that no opponent could have played.

Pointers on Eights play. If you are dealt an eight, try to save it for your last or next to last play. As a rule, dig into the stock rather than play it at any earlier stage.

To have more cards in your hand than your opponent is not necessarily a disadvantage, and it may grow to be a decisive advantage. The big killings come when a player is forced to take the rest of a sizeable stock in search of a card that isn't there.

If you succeed in your aim of making your opponent take the rest of a sizeable stock, you risk that he may corner a suit and hoist you by your

own petard. However unequally the stock is divided, and if the disturbing element of the eights be eliminated, the player with the more cards can play them in an order that at worst limits his loss to a few points. In practice, an expert against a tyro will win nine deals out of ten by the simple process of taking the entire stock at his first turn!

SNIP, SNAP, SNOREM

Snip, Snap, Snorem is also known as Earl of Coventry. It is described as a juvenile game, in which the leader to a series of plays is supposed to improvise a line in iambic tetrameter, and each following player is supposed to utter a line that rhymes and scans.

Number of players. 1. Four to eight may play.

The pack. 2. A regular pack of 52 cards.

The deal. 3. The pack is dealt out one card at a time, so far as it will go. It does not matter if some players receive one more card than others.

The pool. 4. All players are supplied with equal numbers of chips. Prior to the deal, each player antes 1 chip to form a pool, which, increased by payments during the play, goes to the winner. (*Optional rule:* Players having one less card than others ante 2 chips.)

The play. 5. Eldest hand (player at left of the dealer) leads any card. Following any lead, each player in succession is called upon to play another card of the same rank, if able, until all four of the rank are played. If unable to play, a player passes.

6. Whenever two consecutive hands play, the first of the two is snipped if he was the leader, or snapped if he played the second card of the rank, or snored if he played the third card of the rank. For being snipped, a player pays 1 chip to the pool; for being snapped, 2 chips; for being snored, 3 chips. Any who plays after a pass by his right-hand opponent escapes payment.

7. If unable to play in turn, a player passes. (There is no forfeit, since the player is penalized by loss of the opportunity to get rid of a card.)

8. On playing the fourth card of a rank, a player makes a new lead, of any rank he pleases.

9. The player who first gets rid of all his cards wins the deal. Each loser pays 1 chip to the pool for each card remaining in his hand, and the winner takes the pool.

JIG

Follow all the rules of Snip, Snap, Snorem, except:

Each lead or play calls next for the next-higher card of the same suit. There is a stop whenever four cards in sequence have been played, or the next card required is dead. After a stop, the last hand to play starts a new sequence, playing any card. The sequence of rank is circular, the ace being in sequence with the king below and two above.

ENFLE

This game is also called Rolling Stone; in Germany, Schwellen.

Number of players. 1. From four to six may play, each for himself.

The pack. 2. From a regular pack of 52 cards, discard low ranks to reduce the pack to a total of eight times the number of players. With four players, discard all sixes and lower cards; with five, all fours and lower cards; with six players, the deuces.

Rank of cards. 3. The cards in each suit (so far as they go) rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3.

The deal. 4. The whole pack is distributed in equal hands of eight cards.

The play. 5. Eldest hand (player at the left of the dealer) may lead any card. A lead calls upon each other hand to follow suit if able.

6. If all hands follow suit to the lead, it is won by the highest card. The winner leads to the next trick; he may lead any card in his hand. Complete tricks are discarded face down in a common pile.

7. The first hand in succession after the lead that fails to follow suit must pick up the cards already played to the trick, add them to his hand, and make a new lead. No other course is possible to a hand that is void of the suit led. But a hand may refuse to follow, even though able, and pick up the cards, thereupon leading any suit including the one refused.

8. The player first to get rid of all his cards wins the deal.

Scoring. 9. The usual method is to distribute equal stacks of chips to all players before the first deal. Prior to each deal, every player antes one chip to a pool, which is taken by the winner.

•C ALL FOURS D•

IN the several All Fours games, special scoring value is attached to four cards of the trump suit—the ace, jack, ten, and deuce. Some variants give points for other cards also, but the “all fours” feature persists in all members of this closely-related family.

History. All Fours apparently originated in Kent, and was “much played” there at least as early as the seventeenth century. Developing in bourgeois circles at a time when the fashionable world was absorbed in fast gambling games, All Fours remained an English game; even today its descendants are scarcely known in continental Europe. It spread to America, probably taken there by very early waves of immigration, and was one of the principal card games of colonial times. By the beginning of the nineteenth century, it was the foremost American card game, and so remained for nearly a hundred years. (Though Poker dates from about 1830, not until the end of the century did it reach its present ascendancy.)

The original All Fours was known in America under a variety of names, as Seven-Up, Old Sledge, High-Low-Jack. A two-hand variant was named, after its place of origin, California Jack. All Fours presently gave way to a more elaborate offspring, Pitch, which probably developed in the New England states. This member of the family remains the best-known today.

Cinch, the best of the All Fours games as regards skill, is believed to have originated in Denver about 1885. It was espoused by many leading Pitch players, aroused considerable enthusiasm, and led to the formation of a Cinch League. For about ten years Cinch flourished as a major game, but now is little known.

SEVEN-UP

Number of players. 1. Two or three may play, each for himself, or four in two partnerships.

The pack. 2. A regular pack of 52 cards.

Rank of cards. 3. The cards in each suit rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The deal. 4. The players draw and high deals first; thereafter the deal rotates from player to player clockwise. The dealer shuffles the pack and must offer it to the opponent at his right for a cut; if that player refuses

to cut, the cards are dealt as shuffled. Each player receives six cards, dealt in batches of three at a time, face down, beginning with eldest hand (player at left of the dealer). The next card of the pack is turned face up for trump. When there are more than two players, only the dealer and eldest hand may look at their hands until the turn-up is accepted or rejected.

Deciding the trump. 5. Eldest hand must first *stand* or *beg*. To stand means that he accepts the turn-up for trump, whereupon all players pick up their hands and the play begins. To beg means that eldest hand passes the decision to the dealer.

6. After a beg, dealer may either insist on the suit of the turn-up or agree to a different trump suit. To insist on the original turn-up he says "Take it"; eldest hand thereupon scores 1 point for gift, and play begins. To agree on a different trump, the dealer *refuses gift*. It is a rule that dealer must refuse gift if eldest hand lacks only 1 point for game.

7. When gift is refused, the dealer gives a batch of three more cards to each player. This is called *running the cards*. The original turn-up being discarded, another is faced from the stock; if it chances to be of the same suit as the first, it must be discarded, and the dealer must give out three more cards; and so on until a new suit is turned up. If the pack is exhausted without the turn of a new suit, the deal is abandoned and the same player deals again. If, after the cards are run, the turn-up proves to be of a new suit, that suit becomes trump, and the play begins.

The play. 8. If any additional cards have been dealt, each player discards enough from his hand to reduce it to six cards. All discards are set aside face down.

9. Eldest hand makes the opening lead. He may lead any card. After any lead, a hand unable to follow suit may play any card, plain or trump. If able to follow suit, the hand must either do so or (to a plain-suit lead) play a trump. The privilege of trumping thus supersedes the duty to follow suit. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Object of play. 10. Each player strives to win what he can of the 4 points available through play.

Scoring. 11. If the original turn-up is a jack, dealer scores 1 point at once. If the cards are run, and the jack of any suit is turned up for trump, dealer scores 1. (No score for turning up the jack of the rejected trump suit.)

12. For each of the following, won in play, the player or side scores 1 point:

High is the highest trump in play. It is scored by the owner.

Low is the lowest trump in play. It is scored by the player to whom it was dealt.

Jack is the jack of trumps. It is scored by the player who wins it in a trick.

Game is the total point-value of the cards won in play. The high cards count as follows (lower cards have no value):

Each ace	4
Each king	3
Each queen	2
Each jack	1
Each ten	10

13. The 1 point for game, in two-hand or four-hand play, goes to the side having won a majority of the points in the tricks. In a three-hand game, the player having a plurality of the points wins game; if the dealer ties for high count with another player, the latter wins game; if the two other than the dealer tie for high, game is not scored.

14. High and low are always scored, and if only one trump was in play, it scores 2 points as both high and low. Jack is not scored if the jack of trumps did not chance to be dealt.

15. The player or side first to reach a total of 7 points wins a game. The dealer may win the game point by turn of a jack. If, after the play, two players could reach or pass a total of 7, the points are counted in order: high, low, jack, game, and the first to reach 7 by this count wins the game.

Irregularities. 16. *Misdeal.* There must be a redeal by the same dealer if a card is exposed in the original deal; or if the pack was not shuffled or was not offered for a cut. A redeal may be demanded by a player who has not looked at his hand, before eldest hand has stood or begged. Exposure of a card when the cards are run cannot cause a redeal; but if a player's card is then exposed through no fault of his own, he may have it replaced from the top of the pack after all other players have received their cards.

17. *Revoke.* A revoke (failure to follow suit or trump, when able to follow suit) may be corrected before the lead to the next trick, but each player in turn after the revoker may withdraw his card and substitute another. If not corrected in time, the revoke trick stands, and from the offender's score are deducted 2 points if the jack was in play; 1 point if the jack was not in play. (In two-hand play, the non-offender may decide either to deduct such points from the offender's score or to add them to his own.)

18. *Exposed card.* In partnership play only, a player's card exposed except by a legal play (including a card withdrawn to correct a revoke) must be left face up on the table and must be played on demand of either opponent, provided such play is legal.

CALIFORNIA JACK

This game is also known as California Loo. A variant in which the stock is kept face down (eliminating the chief opportunity for skill) is called Shasta Sam. The All Fours rules apply as regards the preliminaries and irregularities.

ALL FIVES

ALL FOURS

Number of players. 1. Two.

The pack. 2. A regular pack of 52 cards.

Rank of cards. 3. The cards in each suit rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The deal. 4. Each player receives six cards, dealt one at a time. The rest of the pack is placed face up on the table to form the stock.

5. (In early times, the top card of the stock fixed the trump suit; or, when the players cut for deal, the higher card cut fixed the trump.) One extra card is dealt to fix the trump, then this card is buried approximately in the middle of the stock.

The play. 6. The opponent of the dealer makes the opening lead. He may lead any card. After any lead, the other hand must follow suit if able; if unable, he may play any card. (The All Fours privilege of trumping a plain lead, even when able to follow suit, has been eliminated in modern play.) A trick is won by the higher trump, or, if it contains no trump, by the higher card of the suit led. The winner of a trick leads to the next.

7. The winner of a trick, before leading, takes the top card of the stock, and his opponent takes the next below it. The stock should at all times be kept squared up so that only one card at a time is readable.

8. After the stock is exhausted, the six cards remaining in each hand are played out in tricks and play ends.

Scoring. 9. Each player is credited with what he wins in tricks, 1 point for each of the following:

High, the ace of trumps.

Low, the deuce of trumps.

Jack, the jack of trumps.

Game, 41 or more points for high cards, counting each ace 4, king 3, queen 2, jack 1, and ten 10.

10. The player first to reach a total of 7 points wins a game. The points are counted in the given order, and the first to reach 7 wins in a case where both could otherwise reach that total. Furthermore, when a player wins his seventh point in play, he may immediately claim the game, and if his claim is correct, the deal is not played out. If the claim proves to be incorrect (as it might be a miscount of game points), the opponent wins the game forthwith.

ALL FIVES

Follow the rules of California Jack except as to scoring. The points to be won in tricks are:

Ace of trumps	4
King of trumps	3
Queen of trumps	2
Jack of trumps	1
Ten of trumps	10
Five of trumps	5
Game	1

The point for game is settled as in California Jack, the high trumps counting towards it although they also score in themselves. The points are scored at once, as the cards are won, on a Cribbage board. The player first to reach a total of 61 wins a game.

AUCTION PITCH

This game, an elaboration of the earlier Pitch, is today the best-known member of the All Fours family. It is also known as Set-back. The All Fours rules apply as regards preliminaries and irregularities.

Number of players. 1. From two to seven may play. The best game is four, each playing for himself.

The pack. 2. A regular pack of 52 cards.

Rank of cards. 3. The cards in each suit rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The deal. 4. Each player receives six cards, dealt in batches of three at a time.

Bidding. 5. Eldest hand (player at left of dealer) declares first. There is only one round of bidding. Each player in turn must pass or make a bid higher than any previous bid. The only possible bids are one, two, three, and four. No trump suit is named in making a bid. A player may indicate that he bids four by making an opening lead.

The play. 6. The high bidder indicates the trump suit by making an opening lead of that suit. Even if he intended another suit for trump, the suit of his first lead (called the pitch) becomes trump.

7. If unable to follow suit to a lead, a hand may play any card. If able to follow suit, the player must do so or (to a plain-suit lead) play a trump. The privilege of trumping thus supersedes the duty to follow suit. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next, and may lead any card.

Scoring. 8. For winning any of the following in tricks (regardless of to whom the cards were dealt), a player scores 1 point:

High, the highest trump in play.

Low, the lowest trump in play.

Jack, the jack of trumps.

Game, a plurality of points for high cards: ace 4, king 3, queen 2, jack 1, ten 10.

9. If the jack was not dealt out, there is no score for it. Game is not scored if two or more players tie for high count.

10. If the pitcher (high bidder) wins at least as many points as he bid, he scores all the points he takes; if he wins less than his bid, the amount of his bid is subtracted from his total score. A player may thus be "set back" or "in the hole". In any case, opponents of the pitcher score individually whatever points they take in tricks.

11. The player who first reaches a total of 7 points wins a game. (In some circles, 10 points are required for game.) If two or more players could reach 7 in the same deal, pitcher scores ahead of opponents; among opponents, the points are counted in order: high, low, jack, game. The first to reach 7 by this count wins the game. A common method of scoring is to provide each player with seven chips; each time he wins a point he puts one chip in a common pool. The number of chips left in front of a player shows how many points he needs for game. Chips so used for scoring should be kept separate from chips used for settlement, as in paragraph 12.

12. Each game is settled immediately in chips. The usual method is: the winner collects from each loser one chip, plus one chip for each time the loser was set back, plus one chip if the loser ended the game in the hole.

Irregularities. 13. *Misdeal.* Any irregularity in dealing that is the fault of the dealer is a misdeal, and loses him the deal. (The deal is an advantage.) Exposing an ace, jack, or deuce (or joker, if used) in dealing is a misdeal, but the dealer may correct his error (by giving another card instead, and discarding the exposed card) if he exposes any one other card.

14. *Improper bid.* An insufficient bid ranks as a pass; a bid out of turn is void and the offender must pass in turn.

15. *Revoke.* A revoke (failure to follow suit or trump, when able to follow suit) is established as soon as made, and play continues. The offender cannot score, and is set back by the amount of the bid (whether he is pitcher or opponent), and each other player, including the pitcher, scores what he makes.

16. *Pitch out of turn.* If a player pitches during the auction and when it is not his turn, a player who has missed his turn to bid may bid four; otherwise the out-of-turn pitch stands as a bid of four.

17. When the wrong player pitches, the correct pitcher may let the play stand and immediately name the trump, and must then lead a trump at his first opportunity; or the correct pitcher may require the lead to be withdrawn and may require the offender, at his first proper turn to play, to trump or not to trump or to follow suit with his highest or lowest card.

18. *Exposed card.* Any card exposed during the play, except as a play in turn to a trick, must be left face up on the table and played at the first legal opportunity. A card exposed (but not led) during the auction may be picked up without penalty.

PITCH VARIATIONS

Smudge. This name is applied to different ways of rewarding a player for taking all four points in a deal.

(a) If the pitcher bid 4 and made it, he wins the game forthwith, unless he was in the hole, in which case his score becomes plus 4.

(b) Any player who takes all 4 points wins the game forthwith.

(c) Any player taking all 4 points scores 8, so that he wins the game if his score was no worse than — 1.

Holding. Dealer has the right to "hold"—become the pitcher by bidding the same as the highest previous bid. Formerly prevalent, this rule is now obsolete.

Bunch. In a two-hand game where holding is allowed (see above), the dealer may have an additional privilege: he may propose bunch. His opponent must then either allow the dealer to win the bid at 2 or "bunch" the cards for a new deal.

Joker Pitch. The joker is added to the pack. It is always a trump, ranking below the deuce but never counting as low, which can only be a natural card. The joker makes a fifth point in play, counting 1 to the player who wins it in a trick. In precedence, the joker is scored after the jack, before game. In Joker Pitch, it is usual to require 10 points to win a game.

Pitch. American players gradually abandoned the All Fours features of turning a card for trump, begging, and running the cards. The rule became to let eldest hand name the trump suit. This variant was called Blind All Fours, or Pitch, from the requirement that eldest hand must pitch (first lead) a trump.

The idea of letting other players compete for right to name the trump was incorporated in a later variant called Commercial Pitch, or Sell Out. Here, the first bid was made by the player at left of eldest hand. The latter, in his turn, could either hold the right to pitch at a bid equal to the highest before him, or sell out by letting the high bidder pitch. If eldest hand pitched, the high bidder immediately scored the amount of his bid; if eldest hand sold out, he himself scored this amount. Obviously, eldest hand had a great advantage, since he could score merely by selling out; the only occasion to hold was virtual certainty of winning more than the bid in play. The whole scheme necessitated additional rules, e.g. no player was allowed to bid enough to give eldest hand the game, should he sell out—which meant that none could bid when eldest hand needed only one point. This unsatisfactory variant, revamped, became Auction Pitch.

Pedro. The impulse to enliven All Fours play by additional cards of value found expression in All Fives (page 235) and also in Pedro (in which the trump five counts 5 points toward game) and its variants. The term pedro has come to mean the five of trumps, just as pam, a term in Loo, has come to mean the jack of clubs.

Pedro Sancho. Follow the rules of Auction Pitch, except: The dealer has the right to pitch at a bid equal to the highest before him. The counting cards are:

<i>High</i> , highest trump in play	1
<i>Low</i> , lowest trump in play	1
<i>Jack</i> , jack of trumps	1
<i>Game</i> , the ten of trumps	1
<i>Pedro</i> , the five of trumps	5
<i>Sancho</i> , the nine of trumps	9

As there are (maximum) 18 points to be won in each deal, game is usually fixed at 100. The cards are scored in the order shown, for "counting out".

Dom Pedro, or Snoozer. Follow the rules of Pedro Sancho, with the addition of two more counting cards: the three, counting 3; and the joker (called snoozer), counting 15. Snoozer is always a trump, ranking below the deuce but never counting as low. In precedence, the trump three scores between game and pedro, while snoozer counts last.

CINCH

An elaboration of Pedro called Double Pedro or High Five was given the official name Cinch by players and writers who espoused it enthusiastically during the period after 1885. It undoubtedly offers more scope for skill than any other game of the All Fours family, but is now little played.

Number of players. 1. Four, in two partnerships. Though it can be played by any number from two to seven, each for himself, the partnership game is far superior.

The pack. 2. A regular pack of 52 cards.

Rank of cards. 3. The cards in each suit rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. The five of trumps is called *right pedro*. The five of the other suit of same colour as the trump is *left pedro*; it also is a trump, and it ranks below right pedro, above the trump four.

The deal. 4. A pack is spread and players draw cards (as in Bridge) for partnerships, seats and first deal. Each player may shuffle, the dealer last. The player at dealer's right must cut, leaving at least four cards in each packet. Each hand receives nine cards, dealt in batches of three at a time. The turn to deal passes from player to player in clockwise rotation.

Object of play. 5. Each side strives to score by winning certain trump cards in tricks:

Ace (high)	1
Jack (jack)	1
Ten (game)	1
Five (right pedro)	5
Five (left pedro)	5
Two (low)	1

14

The bidding. 6. Eldest hand (player at dealer's left) declares first. There is only one round of bidding. Each player in turn must pass or make a bid higher than any preceding bid. The possible bids are from one to fourteen. No suit is named in bidding.

7. The highest bidder names the trump suit, without any consultation with his partner.

8. Should the first three players pass, the dealer must name a trump suit, but he does not thereby assume a contract; the deal is played out and each side scores whatever it takes.

The discard. 9. After the trump suit is named, each player discards from his hand all the cards that are not trumps. (It is permissible but foolish to retain a plain card; it is illegal to discard a trump.) The discards are set aside face down.

10. The dealer distributes cards from the top of the pack to restore each other hand in turn, beginning with eldest, to six cards. To restore his own hand, dealer *robs the pack*. That is, he fans the pack so that all cards are visible only to himself, and picks out all the remaining trumps. If there are not enough trumps to give him six trumps, he fills out his hand with whatever plain cards he chooses. If there are more than enough trumps remaining, he must place the extra trumps face up on the table.

11. Every player including dealer must in his turn state distinctly how many cards he needs to draw. Until the opening lead has been made, any player may ask another how many cards he drew, and the dealer must answer this question at any time it is asked if he failed to announce the number voluntarily.

The play. 12. The player who named the trump suit makes the opening lead. He may lead any card. After any lead, a player unable to follow suit may play any card; if able to follow suit, he must either do so or trump. The privilege of trumping thus supersedes the duty to follow suit. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Scoring. 13. At the end of the play, each side counts what points it has won in tricks. If the bidder's side has won at least the amount of the bid, the side having the higher total scores the difference. [For example: bidders win 9, opponents 5, bidders score 4. Or, bidders win 6, opponents 8, opponents score 2.] If the bidding side failed to make its bid, the opponents score what they took in tricks plus the amount of the bid. [For example: Bidders win 5, having bid 8; opponents score 17, the total of 9 (which they won) plus 8 (the bid).]

14. If the dealer named the trump after three passes, each side scores whatever it wins in tricks.

15. The side that first reaches a total of 51 points wins a game. (Often the score is kept on a Cribbage board, in which case game is usually fixed at 61 points.)

Irregularities. 16. *Redeal.* There must be a redeal by the same dealer if demanded by his opponents (who may consult) when any card is exposed before the deal is completed; or if the pack is imperfect, or incorrect, or was not properly shuffled or cut; or if the wrong person is dealing; or if it is discovered at any time that two players were dealt incorrect hands. The dealer may decide to redeal if any one of his opponents causes a card to be exposed during the deal. His opponents

may not call a redeal if either of them has intentionally looked at a card dealt to him.

17. *Bid out of turn.* A bid out of turn is void, but both members of the offending side must pass thereafter.

18. *Incorrect hand.* An incorrect hand discovered before a bid has been made requires a new deal by the next dealer in turn, and the current deal is void. Thereafter: A hand with too few cards plays on without penalty, and may draw from the discard to make his hand correct; a hand with too many cards may be corrected, before the discard, by the dealer's drawing the excess, face down, and putting it on the bottom of the pack; if a hand has too many cards after play begins, the holder's side may not score.

19. *Exposed card.* A card illegally exposed must remain face up on the table and must be played (if it legally can be) on demand of either opponent.

20. *Lead out of turn.* A card led out of turn is treated as an exposed card; and, if it was the offender's partner's turn to lead, either opponent may require the partner to lead a plain suit (if he has one).

21. *Play out of turn.* If a player plays before his partner, the intervening opponent not having played, the trick belongs to the non-offending side; but the player of the winning card leads to the next trick.

22. *Revoke.* A revoke may be corrected at any time before the trick is turned, unless a member of the offending side has played to the next trick; when a revoke is corrected, a member of the non-offending side may withdraw a card played after the revoke card. The penalty for a revoke discovered too late for correction is that the offending side may not score in that deal; but their opponents score only what they make, plus the contract if the bidder's side revoked.

23. *Illegal information.* If a player gives his partner illegal advice or information as to his hand, his intentions or desires, either opponent on any one subsequent trick may require the offender's partner to play his highest, or to play his lowest, card of the suit led; but a player may ask his partner if any play constitutes a revoke.

Pointers on Cinch play. The most you can win by making the trump is 14 points. The least that you can lose if you are defeated is 15. Hence you can never gain by deliberate overbidding.

The first consideration in bidding is whether you can reasonably expect to win one or both pedros. You need either a pedro guarded by some additional trumps, or trump length and strength that will probably catch a pedro dealt to the opponents. For example, Q-9-5-4 is worth a bid of five, for the likelihood that you can save your pedro; A-K-Q is worth a bid of at least six, for the likelihood that you can catch a pedro.

Trump length and strength is a much better basis for bidding than possession of the lower-ranking "counters". For example: A-K-J-8-7 is worth a bid of eleven, and A-K-Q-6 is worth twelve. The pedros, and also the deuce, are better out of your hand than in, when you have four or five trumps higher than the five.

Low bids are best used in a conventional system of bidding, to convey

information to partner that you have certain "counters". For example: as first bidder, bid five when you have any pedro; six when you have an ace with two or more cards of the suit; seven when you have an ace-king.

There are fourteen trumps in play (very rarely must the dealer discard a trump). All plain cards are entirely negligible as regards rank. Therefore, always begin the play by fixing firmly in mind the number of cards each hand drew.

The game takes its name from the tactic of cinching a trick—that is, playing on it a trump higher than five so as to prevent the opponents from winning it with a pedro. As a rule-of-thumb, the third player to a trick (partner of the leader) is expected so to cinch a trick if he can.

RAZZLE DAZZLE

This name is usually given to Cinch when it is played by more than four players. It is also called Auction Cinch. With five or six, follow all the rules of Cinch, except:

Deal only six cards to each hand. The bidding is as usual, except that each player bids for himself. The high bidder names the trump, and the discard and draw follows as in Cinch. The bidder then names any trump card not in his hand; the holder of this card becomes his partner, and the two play against all the rest. Partners keep their seats, so that through the chance of the deal they may play consecutively. If the bidding partnership make their contract, each partner scores separately the full amount due. Opponents of this pair score individually whatever they win in tricks, plus the amount of the bid if the contract is not made.

•♣ HEARTS ♡•

HEARTS is so called because the object of play is to avoid winning hearts in tricks. In most variants, there are other counting cards also, and additional objectives. Among non-partnership games, Hearts is most like Whist in the opportunity and need for skilful play.

History. All the characteristics of modern Hearts are found in an eighteenth-century game called Reverse. Its reported Spanish origin is borne out by the terms *quinola* and *espagnolette*; chief object was to avoid taking great quinola, the jack of hearts, and little quinola, the queen of hearts. There were other counting cards at various times, but from the outset large bonuses were given for (a) taking no tricks, or (b) taking all the tricks. The name of the game came from the latter feature, called the *reverse* or *reversis* because it was the reverse of the usual object of play.

Some time between 1850 and the end of the century, Reverse gave way to the very simple basic Hearts—simple as to rules, but difficult as Whist to play well. This austere game has been greatly popularized during the past fifty years by the addition of certain features that add to the variety and also tend to make the game easier to play *at*.

Number of players. 1. From three to six may play, each for himself. The best game is four-hand. Two may play Draw Hearts, and six or more are better advised to play the variant of Black Lady or Cancellation Hearts.

The pack. 2. A regular pack of 52 cards. If necessary to make the number of cards a multiple of the number of players, discard low cards in this order of preference: ♣2, ♦2, ♣3, ♠2.

Rank of cards. 3. The cards in each suit rank. A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. Hearts are colloquially called “trumps”, but there is never a suit having the trump privilege of winning other suits.

The deal. 4. The cards are distributed one at a time in clockwise rotation, beginning with eldest hand (player at left of the dealer), until the whole pack is dealt. All players should receive equal hands.

The play. 5. Eldest hand leads first. He may lead any card. After any lead, each other hand must follow suit if able; if unable, a hand may play any card. A trick is won by the highest card of the suit led. The winner of a trick leads to the next,

Object of play. 6. In general, the object is to avoid taking hearts in tricks. But (according to the method of scoring used) it may be advantageous to win all thirteen hearts.

Scoring. 7. Any of three methods may be used. The sweepstake method produces a strategy of play radically different from that required with the other two (and with other Hearts games); perhaps on that account it is the most prevalent.

(a) *Sweepstake.* For every heart he won, each player puts one chip in the pool. If one player alone was *clear*—took no hearts—he wins the pool. If two or more players were clear, they divide the pool, leaving any odd chip in the next pool. If every player was *painted*—took one or more hearts—the pool remains as part of the next pool, forming a *jackpot*. The pool also becomes a jackpot if one player takes all thirteen hearts.

(b) *Cumulative scoring.* The hearts won by a player are charged against him on a score sheet. A running total is kept for each player. Whenever a session of play ends (at a prefixed time or after a fixed number of deals), there is a general settlement. The average score is determined—the total of all scores divided by the number of players. Each player with a score higher than average contributes chips in the amount of his excess; each player below average takes out chips accordingly. [For example: The final scores in a four-hand game are 132, 95, 63, and 41. The total is 331, and the average 83 (approximately). The first two players pay 49 and 12 respectively; the second two collect 20 and 41 respectively. (The last is 42 better than average, but takes the loss on “breakage” as he is the biggest winner.)]

(c) *Howell settlement.* For each heart he has taken, the player puts in the pool as many chips as there are players in the game other than himself. For example, in a four-hand game, each heart costs three chips. Then each player withdraws from the pot a number of chips equal to thirteen less the number of hearts he took. [For example: After a deal in a four-hand game the hearts are distributed 6, 4, 2, and 1. The payments are respectively 18, 12, 6, and 3. The first player then withdraws 7, leaving him a loser by 11; the second player takes 9, losing 4 net; the third takes 11, winning 5 net; the fourth takes 12, winning 9 net.]

Irregularities. 8. *Misdeal.* It is a misdeal if a card is exposed in dealing except through the fault of the player to whom it is dealt (in which case that player must accept the card) or if a player has an incorrect number of cards. A misdeal is void and loses the deal to the next player in turn. No misdeal may be claimed after the first trick is completed.

9. *Revoke.* If a player fails to follow suit when able, and does not correct his error before the trick has been turned and quitted, play is abandoned and the offender is charged all the minus points on that deal. If more than one player revoke, each is charged all the minus points. A revoke may be claimed at any time before the cards are mixed together so that it cannot be proved.

10. *Play out of turn.* There is no penalty for a lead or play out of turn, but if every player thereafter plays to it, the lead and the trick stand as regular. Any player who has not played to the trick may demand retrac-

tion of a lead or play out of turn, but a card once played may not be withdrawn except on such demand.

11. *Incorrect hand.* A player with too many cards must take the last trick. A player with too few cards must take every trick to which he cannot play, but the player of the card that would otherwise have won the trick leads to the next trick, if any.

Pointers on Hearts play. From short suits, as A-J-3, play the high cards first, so as to save the low card for eventual exit. A short suit without a low card, as Q-10-9, should usually be led out as fast as possible, so that it cannot be used by the other players to force the hand in the lead after its exit cards in other suits are gone. With such a holding in hearts, or any long suit lacking low cards, the only hope to avoid being painted is of course to discard some or all of these cards.

High cards in the hand are not dangerous if adequately guarded. For example, A-J-8-4-2 is reasonably safe from ever having to win a dangerous trick. But be cautious of using any long suit for repeated exit, unless it has a monopoly of the lowest cards. Generally try to reserve long suits to underplay leads by other hands.

It is of course imperative to keep track of all the cards played, of what suits have been refused by what players, and to plumb every source of inference as to the unseen hands. If able to do this, use the knowledge so gained to anticipate what each player may be expected to do if he is forced in the lead. It often develops that some players can be counted on to help, others to hinder, one's own plans.

In Howell or cumulative scoring, take a few hearts when necessary to insure against winning a greater number—especially, to avoid being stuck in the lead without exit. For example, with a handful of danger suits, including A-2 in hearts, exit first by cashing the ♥A and then leading the ♥2.

In sweepstake scoring, estimate at the outset your chance of taking no hearts. Remember that taking one is as fatal as taking twelve. If you seem predestined to be painted, as by having no low hearts or several danger suits, try to paint everybody and force a jackpot. With a handful of high cards, give thought to trying to take all the hearts, for the same purpose. But this campaign is usually difficult, and usually takes the forced co-operation of at least one other player who has a dangerous hand.

HEARTS VARIATIONS

Heartsette. No cards are stripped from the pack. The cards are dealt so far as they will go evenly, and the extra cards are placed face down to form a widow. The widow is added to the first trick and goes to the winner thereof.

Spot Hearts. Cumulative scoring is used, and the hearts are charged against the players according to their rank: ace 14, king 13, queen 12, jack 11, other cards their index value.

Joker Hearts. The joker is added to a pack as a heart ranking between the jack and ten. It wins any trick to which it is played unless the trick

also contains one of the four higher hearts. Hence, the joker can never be got rid of by discard on a plain suit lead. If the scoring is as in Spot Hearts, the joker counts 20. This variant is most appropriate to three-hand play, each player receiving seventeen cards.

Domino Hearts. Only six cards are dealt to each player, the rest of the pack forming the stock. The rules of play are as usual, except that a player unable to follow suit must draw cards from the top of the stock until he can follow. After the stock is exhausted, a hand unable to follow suit may discard. Each player drops out of the deal when his cards are exhausted, and if he wins a trick with his last card the turn to lead passes to the first active player at his left. When only one player has any cards left, he must add them to his tricks. Each heart is charged as 1 point, and a game is won by the player with the lowest total when another player reaches 31.

Draw Hearts. This is a variant for two players. Each receives thirteen cards, and the rest of the pack is placed face down to form the stock. The rules of play are as in Hearts, but the winner of a trick draws the top card of the stock and his opponent draws the next, so that the hands are maintained at thirteen cards. After the stock is exhausted, the hands are played out without drawing. The player who takes the lesser number of hearts wins by the difference.

Auction Hearts. The auction principle can be applied to any of the Hearts variants, but is most appropriate to "straight" Hearts with sweepstake scoring. There is one round of bidding. Each player in turn, beginning with eldest hand, must pass or make a bid higher than any preceding bid. A bid is the number of chips the player is willing to pay for the right to name "trumps", i.e. the suit whose cards shall count against the winners thereof. The high bidder names the trump and makes the opening lead. His payment for the privilege is added to the pool formed at the end of the deal by payments for trumps won in tricks. When the pool becomes a jackpot, the same player retains his right to name the trump, without additional payment, until the pool is won.

BLACK LADY

Black Lady is essentially Hearts with the addition of the queen of spades as a minus card, counting thirteen. This feature may have been suggested by Polignac or a similar game. The passing of cards prior to the play, however, goes right back to the ancestral game Reverse. Black Lady and its elaborations have completely overshadowed the original Hearts in popularity.

Number of players. 1. From three to seven may play (but see the next paragraph). By far the best game is four-hand, each for himself.

The pack. 2. A regular pack of 52 cards. If necessary to make the number of cards a multiple of the number of players, discard low cards in this order of preference: ♣2, ♦2, ♣3, ♠2. If eight or more play, use a double pack.

Rank of cards. 3. The cards in each suit rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The deal. 4. The cards are distributed one at a time in clockwise rotation beginning with eldest hand (player at left of the dealer), until the whole pack is dealt. All players should receive equal hands.

The pass. 5. After looking at his hand, each player passes any three cards face down to the player at his left. (Alternative rule: The cards are passed alternatively left and right from deal to deal.) The player must pass before looking at the cards received from his right-hand neighbour.

The play. 6. Eldest hand leads first. He may lead any card. After any lead, each other hand must follow suit if able; if unable, the hand may play any card. A trick is won by the highest card of the suit led. The winner of a trick leads to the next.

Object of play. 7. Each player strives either (a) to avoid taking any hearts or the ♠Q (called *Black Lady*, *Black Maria*, *Calamity Jane*, etc.); or (b) to win all these cards.

Scoring. 8. Each heart taken in a trick counts minus 1, and the ♠Q counts minus 13, except that if one player takes all fourteen counting cards no one scores for that deal. A running total is kept of each player's score. Settlement may be made as in *Cumulative scoring* under Hearts, page 244, or a game may be deemed won by the player with the best score (least minus) when another player reaches minus 100.

Irregularities. (Paragraphs 8 to 11 on pages 244-5 apply, and also): 12. In clubs, and also in many home games, it is usually a rule that the player having the ♠Q must get rid of it at first opportunity, by discard or by playing it under the ace or king. Where this rule is agreed, a violation of it costs the offender 26 points, no other hand scoring in that deal.

BLACK LADY VARIATIONS

Cancellation Hearts. This is a variant for six or more players, recommended when the mood is hilarious rather than studious. Two regular packs are shuffled together and are dealt out one at a time as far as they will go evenly. The extra cards at the end of the deal are placed face down to form a widow, which is added to the first trick and goes to the winner thereof. All rules of play are as in Black Lady, but duplicate cards (as both aces of spades) played to the same trick cancel each other and neither can win the trick. It is thus possible for the two of spades to win both queens, all other cards being likewise paired. If all cards played of the suit led are paired, the trick is held in abeyance and must be taken by the next hand to win a trick. The leader of a trick so held in abeyance leads again.

Omnibus Hearts. This variant is rapidly becoming the most popular of Hearts games. It is so called because it includes all the features found in different members of the family. The use of the ♦10 as a plus card

HEARTS

SLOBBERHANNES

may have been borrowed from Catch the Ten or from the All Fours family.

Follow all the rules of Black Lady, except:

The ♦10 scores 10 plus to the player winning it in a trick. If a player takes all fifteen counting cards (♦10, ♠Q, and thirteen hearts), he scores 26 plus for the deal; all other players score nothing. (The ♦8 or ♦J is sometimes used instead of the ♦10 to count + 10.)

Discard Hearts is the same game as Black Lady, with the passing of three cards either to the left or to the right.

Slippery Anne is the same game as Black Lady.

Greek Hearts is Black Lady, with three cards passed each time but always to the right, with the ♦J counting + 10, and with the added rule that the first lead of the game may not be a heart. There is no evidence that this game is played in Greece or even that any Greek ever played it.

SLOBBERHANNES

Number of players. 1. Four, five or six.

The pack. 2. For four players, a pack of 32 cards, made by discarding all cards below the sevens from a full pack. For five or six players, a pack of 30 cards—the pack of 32 with the black sevens discarded.

The deal. 3. The entire pack is dealt out, one card at a time. Each player receives: eight cards, with four players; six cards, with five players; five cards, with six players.

The play. 4. Eldest hand (player at left of the dealer) makes the opening lead. He may lead any card. After any lead, each other hand must follow suit if able. A trick is won by the highest card of the suit led. (There is no trump suit.) The winner of a trick leads to the next.

Scoring. 5. The object of play is to avoid winning the first trick, the last trick, any trick containing the ♣Q. Each such trick counts minus 1, but if one player takes all three he loses an extra point, 4 in all.

6. Equal stakes of chips are distributed to the players at the outset. For each minus point a player pays one chip into a pool. At the end of the session, the pool is divided equally among all the players. To limit the supply of chips needed, the pool may be distributed equally after, say, every fourth deal.

(*Variant.* The first and last tricks cost one chip each; the ♣Q costs two less than the number of players in the game. If one player takes all three minus points, he collects instead of pays: as many chips as there are players. The pool is thus always kept at a multiple of the number of players and so can be distributed equally.)

POLIGNAC

Also called Four Jacks, Stay Away, or Quatre Valets, this game is almost identical with Slobberhannes. Follow its rules except:

The only minus points are the jacks. The ♠J (polignac) costs two

LIFT SMOKE

CATCH THE TEN

chips, each other jack one chip. Before the opening lead, any player may announce capot, i.e. that he will try to win all the tricks. If he succeeds, each other player must pay five chips to the pool. If he fails, the capot player must pay five chips. In either case, additional payment must be made for all jacks. (When settlement is made through a pool that is common property, the payment for a successful capot should instead be one chip from each other player, paid directly to the capot player.)

LIFT SMOKE

In the *American Hoyle* (1864) of Dick & Fitzgerald, this game is called Sift Smoke. In all later sources, it is called Lift Smoke. The difference is probably due to a typographical error, but we have been unable to ascertain whose is the error.

Number of players. 1. From four to six may play.

The pack. 2. A regular pack of 52 cards.

Rank of cards. 3. The cards in each suit rank: A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The pool. 4. Prior to the deal, all players ante equally to form a pool, which goes to the winner of the deal.

The deal. 5. The dealer distributes cards one at a time in clockwise rotation, beginning with the eldest hand (player at his left), until each hand has as many cards as there are players in the game.

6. The last card dealt, which belongs to the dealer, is turned face up, and it fixes the trump suit for that deal. The rest of the pack is placed face down in the centre of the table to form the *stock*.

The play. 7. Eldest hand may lead any card. A lead requires each other hand to follow suit if able; if unable, a hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

8. The winner of a trick draws the top card of the stock. No other player draws from the stock. When a player's cards are exhausted, he retires from the deal and the others continue play. The last player to have any cards left wins the deal. If there are two or more survivors, all of whom play their last card to the same trick, the winner thereof is deemed the survivor.

CATCH THE TEN

This game is also called Scotch Whist.

Number of players. 1. From two to about seven may play. The best game is four-hand, in two partnerships.

The pack. 2. A pack of 36 cards, made by discarding all cards below the sixes from a full pack. (With five or seven players, discard also the ♣6.)

OH HELL

BLACKOUT

Rank of cards. 3. In the trump suit the cards rank: J (high), A, K, Q, 10, 9, 8, 7, 6. In each plain suit the rank is A (high), K, Q, J, 10, 9, 8, 7, 6.

The deal. 4. The whole pack is dealt out, one card at a time, all players receiving the same number of cards. The last card of the pack, which goes to the dealer, is exposed to fix the trump suit for that deal.

The play. 5. Eldest hand (player at left of the dealer) makes the opening lead. He may lead any card. Any lead requires each other hand to follow suit if able; if unable, a hand may play any card. A trick is won by the highest trump, or if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Object of play. 6. There are two objects: (a) to win high trumps in tricks; (b) to win as many tricks as possible. The values of the trumps are:

Jack	11
Ace	4
King	3
Queen	2
Ten	10

Scoring. 7. At the end of the play, each side or player scores what it has won in high trumps. Also, the side or each individual player that has gathered more cards in tricks than were contained in its original hands scores 1 point for each excess card. [For example, in a five-hand game, each player receives seven cards; a player who wins two tricks (ten cards) scores 3 points. In partnership play, all tricks taken by a side are compared with the total of all partnership hands together. For example, in a six-hand game of two partnerships, each player receives six cards and a side eighteen; the side wins 1 point for each card taken in excess of eighteen.]

8. A running total score is kept for each side or player. The first to reach 41 points wins a game. If both sides or more than one player could otherwise reach 41 in the same deal, the points are counted in order: 10, cards, A, K, Q, J; the first to reach 41 wins.

OH HELL

In "family journals" this game is sometimes called Oh Pshaw or Blackout. Its origin is a latter-day mystery.

Number of players. 1. Any number from three to seven may play. The best game is four-hand, each for himself.

The pack. 2. A regular pack of 52 cards.

The shuffle and cut. 3. Before each deal the pack is shuffled and cut as in Contract Bridge.

4. The cards are dealt one at a time. The deal and the rotation of the turn to deal are as in Contract Bridge, except as provided in the next paragraphs.

The deal. 5. In the first deal of a game, each player receives one card; in the second deal, two cards; and so on. In three-hand play, the number of deals per game is usually limited by agreement to fifteen. With more players, there are as many deals as the pack will allow, in view of the increasing number of cards per deal.

6. After each deal, the next card of the pack is turned to determine the trump suit for that deal. In four-hand, the thirteenth deal is played without a trump suit. With any other number of players, all deals may be played with a trump suit, but it is usual to agree to play the last deal at no trump.

Bidding. 7. Beginning with eldest hand (player at left of the dealer), each in turn must make a bid of zero (often expressed by "pass"), one, or more tricks, up to the number in that deal. The bid is the exact number of tricks that the player will undertake to win.

8. A scorekeeper is appointed; he must record all the bids on paper, and any player is entitled to be informed at any time how much each player has bid.

(*Optional rule.* Some players agree that the dealer, who bids last, may not make the deal "even", i.e. bid exactly the number of tricks that would fall to him if all previous bids were fulfilled. A less "rugged" rule is that the compulsion on the dealer to make the deal "over" or "under" does not come into force until each player in the game has dealt once; the number of cards per hand is then sufficient to give the player some leeway. When the dealer must not make it even, the scorekeeper has the additional duty of informing the dealer what is the forbidden number of tricks.)

The play. 9. Eldest hand (player at left of the dealer) makes the opening lead. He may lead any card. After any lead, each other hand must follow suit if able; if unable, a hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Scoring. 10. Each player who has bid one or more, and who makes exactly what he has bid, scores the amount of the bid plus 10 points. Each player who has bid zero and taken no trick scores 5 plus the number of tricks in that deal. Each player who has taken either more or less tricks than his bid scores nothing.

(*Alternative rules.* Some players prefer to allow a flat 10 for a bid of zero, some only 5.)

11. The scorekeeper records all points earned and keeps a running total of each player's score. At the end of the game, the player with the highest total wins.

Irregularities. 12. *Bid out of turn.* A player may change his bid, if he does so before the player at his left bids. In all other cases, a first bid or any bid out of turn stands (but if the bid was out of turn, the turn reverts to the rightful player).

13. *Play out of turn.* If a player leads or plays out of turn, he must

retract the card on demand, leave it face up on the table, and play it at his first legal opportunity thereafter.

14. *Exposed card.* If a player exposes a card from his hand, other than in his turn to play, he must place it face up on the table and play it at his first legal opportunity thereafter.

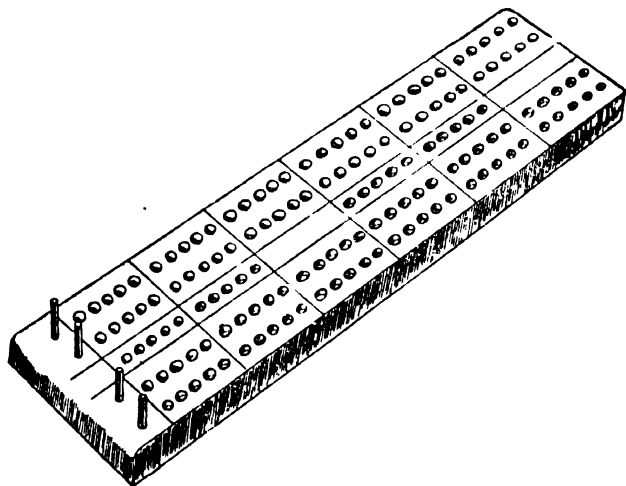
15. *Revoke.* A revoke (failure to follow suit when able) may be corrected before the lead to the next trick, and any cards played to the trick after the revoke may be retracted without penalty. If a revoke is not corrected in time, there must be a redeal of the same number of cards by the same dealer and 10 points are deducted from the score of the offender.

16. *Information.* A player is always entitled to know how much any other player has bid and how many tricks he has won. [Except for legitimate inquiry in these matters, a player should refrain from giving any intimation of whether he expects himself or another player to "go bust".]

•C CRIBBAGE D•

CRIBBAGE, originally spelled Cribbidge, is believed to have been invented by Sir John Suckling (1609-42). It may have been based on an older game, Noddy. A reference by Gayton to "Noddy-boards" in 1654 implies that a board was used for scoring. In Cribbage, the jack was originally called *Noddy*, now *His Nob*.

Number of players. 1. Two, but variants have been devised for three or four.



Cribbage board. 2. Score is kept on a so-called *Cribbage board* (see illustration). Each player has two pegs, which advance along two parallel rows of thirty holes each. Starting from "game holes" at the end of the board, the pegs are advanced down the outer row, then back the inner row; the distance between them always shows the player's last score, and the forward peg marks his cumulative total. The game of 61 is called *once around*, and 121 is *twice around*. Scoring is called *pegging*; sometimes this term is restricted to mean scoring by play, apart from the count of hands.

[The Cribbage board is a useful adjunct for scoring any game in which the increments are not large but are frequent.]

The pack. 3. A regular pack of 52 cards.

Rank of cards. 4. The cards rank: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A. Suits are largely ignored; in most of the play, the cards represent numbers only: ace is 1, face cards 10 each, other cards their index value.

The deal. 5. Each player receives six cards, dealt one at a time.

The crib. 6. Each player *lays away* any two cards from his hand, face down. The four cards so laid away form the *crib*, an extra hand that always belongs to the dealer.

The starter. 7. After the crib is laid away, the non-dealer cuts the remaining pack; there must be at least four cards in each packet. The dealer draws off the top card of the lower packet, and places it face up on the reunited pack. This card is the *starter*. If it chances to be a jack, the dealer at once pegs 2 points for *his heels*.

The play. 8. Each player retains his hand intact, placing the cards as played face up in a pile in front of himself.

9. Non-dealer leads first. He may lead any card. He announces its value orally [as, "Ten" if it is a queen]. Dealer then plays a card, and announces the total of both cards together [as, "eighteen" if he has played an eight after a queen]. Play continues by alternate turns, each player announcing the new total, until one in turn is unable to play without carrying the total over 31. This player must say "Go".

10. *Go*. A player must not call *go* if he has any playable card. After a proper call of *go*, the opponent must continue to play if he can (and thus may play twice in succession). In any event, the opponent of the player who called *go* pegs 1 for it, or 2 if he plays additional cards to make the total exactly 31. If 31 is reached by alternate plays, it is a *go* for the last to play, and he pegs 2.

11. The player who calls *go*, or suffers a *go* because his opponent makes 31, must lead for a new series of plays. The count toward 31 starts again from zero. There may be one, two, or three "goes" in a deal. The player who plays the last card pegs 1 for it, or 2 if he makes 31.

12. *Combinations in play*. Scores in addition to *go* may be earned in play by making any of the following combinations:

Fifteen: For making the count exactly 15, peg 2.

Pair: For playing a card of the same rank as that previously played, peg 2; or if this is the third card of the same rank played in succession, peg 6; or if it is the fourth card, peg 12. (Cards pair by rank, not by value: a king and queen are not a pair, although each counts 10.)

Run: For playing the third or a later card of three or more played in succession that are in sequence, peg the number of cards in the *run*. [For example, if the cards played are 7, 8, 9, the second player pegs 2 for fifteen and the first then pegs 3 for run.] A run is valid even if the cards are not played in strict sequence, so long as no foreign card intervenes. [For example, 8, 6, 9, 7 pegs for run, but 7, 8, 4, 9 is not a run, because the four intervenes.]

13. When a player adds one or more cards to a series after a call of *go* by his opponent, he is entitled to peg for any pair or run he makes. He may peg two or three times by extending the same run. But pairs and

runs do not carry over from one series of plays to another, i.e. the last card played after a go does not pair with the next lead.

Showing. 14. The hands being played out, they are *shown*, i.e. counted and scored. The order of precedence in showing is: non-dealer first, then dealer's hand, finally dealer's crib. The starter is construed to be a fifth card belonging to each hand and to the crib.

15. The following combinations in the hand or crib score as indicated:

Fifteen: Each combination of cards that totals 15 scores 2.

Run: Each run of three or more scores the number of cards in the run.

Flush: Four cards of the same suit in the hand, without the starter, score 4; five cards of the same suit (with the starter) in hand or crib score 5. (No count for four-flush in the crib.)

His nob: Jack of the same suit as the starter scores 1.

16. Each group of cards, differing from all others by at least one member, counts separately from all others. [Thus, *pair royal* (three of a kind) scores 6, since it contains three combinations of pairs, and *double pair royal* (four of a kind) scores 12. A hand of 8-8-9-10-J scores, besides 2 for pair, 8 for two runs of four, since either 8 can be used to make the run.] But a run of four or more may not be construed as several runs of three, for purpose of increasing the score. [For example, 8-9-10-J scores 4 as a single run, not 6 as a run of 8-9-10 and another of 9-10-J.]

[Accurate showing is facilitated by remembering certain constant values. Exclusive of fifteens, a *double run* (as K-K-Q-J) scores 8; a *triple run* (as K-K-K-Q-J) scores 15; a *quadruple run* (as K-K-Q-Q-J) scores 16, a *double run of four* (as K-K-Q-J-10) scores 10. The highest possible hand is J-5-5-5-5 where the jack is not the starter (as starter, it would score 2 to the dealer, but this is pegged previous to showing). It counts 8 for J-5 fifteens, 8 for fifteens in fives alone, 12 for double pair royal, and 1 for his nob, a total of 29. The highest hands that can be made without fives are the following, each worth 24: 6-6-6-6-3; 9-8-8-7-7; 9-3-3-3-3; 7-4-4-4-4; 7-7-7-7-A. No hand can be constructed to count 19, 25, 26, or 27. "I have nineteen" is a time-honoured way of saying "I have no score".]

17. Each player must count his hand aloud, for verification by his opponent. An optional rule is that if a player overlooks a score, claiming less than his due, the opponent may call "Muggins!" and himself score the points overlooked.

Game. 18. All points are pegged as soon as earned, the hands being shown in order of precedence (paragraph 14). The player first to reach a total of 61 or 121 (once around or twice around, as agreed) wins a game. Thus, a player may "peg out" during the play and win, even though his opponent, if allowed to show, might have amassed a greater total.

19. When the game is 121, the loser is *lurched* and loses a double game if he fails to reach 61. If lurch is played in once around, the loser must reach 31 to escape double loss.

Irregularities. 20. *Redeal.* Either player may demand a redeal by the same player if the cards are not dealt one at a time, if either hand

receives the wrong number of cards, if a card is found faced in the pack, or if a card is exposed in dealing.

21. *Wrong number of cards.* If at any time the crib and one hand are found to have an incorrect number of cards, there must be a new deal; if either player had the correct number of cards, he pegs 2. If the crib alone is found incorrect, non-dealer pegs 2 and the crib is corrected by drawing out excess cards face down or dealing extra cards from the pack. If one hand alone is incorrect, the other and the crib being correct, the opponent of the incorrect hand may peg 2 and require its rectification, or may demand a new deal.

22. *Erroneous count.* An error in announcing the total of cards played in a series may be corrected by either player before another card is played; if the error is not noticed until later, the total stands as announced.

23. An error in showing a hand must be corrected on demand. If muggins is allowed, the call is not valid if made before the player who undercounted his hand has actually pegged his score.

24. *Illegal go.* A player who calls go or stops playing after a go when in fact he could play again may not correct his error after his opponent has next played; the cards he should have played are dead and may not be played at all (but they remain in the hand for showing); and the opponent of the offender pegs 2.

25. *Error in pegging.* If a player pegs less than the amount to which he is entitled, he may not correct his error after he has played the next card or (in case of showing) after the cut for the next deal. If a player pegs more than his due, the error must be corrected on demand if made before the cut for the next deal, and the opponent pegs 2.

Pointers on Cribbage play. As non-dealer, try to give the crib *balking* cards—least likely to develop a score. *Wide* cards (separated by two or more in rank) are preferable to *near* cards (as 8-9 or 8-10), which may become a run. As dealer, lay away what you can spare and at the same time (a) retain maximum score in hand and crib together, or (b) retain maximum chance for improvement, or both.

The best chance for improvement (through the starter) is to save a run. For example, with Q-9-8-4-3-2 save the run above all else. As dealer, lay away 9-8 to help the crib toward a run; as non-dealer, give Q-9 or Q-8 to balk. With a high-scoring hand, save the maximum count even if you have to help your opponent's crib. For example, with 8-7-7-6-4-4 give him the fours, a score of 2 against your 12. Then the turn of an 8, 7 or 6 will add 12 or 8 to your score, not more than 2 to his. To try to balk by giving him 8-6 would be poor policy.

As there are sixteen *tenth* cards (face cards and tens), you should never give a five to your opponent's crib except to save a natural big hand. But give a five to your own crib if you can spare it, since face cards are frequently given to balk.

The safest opening lead is a four, since dealer can neither make 15 nor exceed it. The worst lead is obviously a five. Bad to lead are aces, twos, and threes; very low cards should be saved for eking out a go. Sixes, sevens, eights and nines are dangerous, as they may allow dealer

VARIATIONS

CRIBBAGE

to make 15, but such leads are better than very low cards, and are positively desirable when you have other intermediate cards to back up the lead. The lead of a tenth card is much better than its reputation; it is particularly good from two or three tenth cards, for if dealer makes pair or plays any high card your second tenth card will probably win a go.

In the play, give thought to whether you wish to play *on* or *off*, i.e. cards that will or will not build towards a run, pair royal, etc. The decision depends upon what you have to back up your play: play on when, if your opponent scores, you can retort with a score, as by extending a run. Play off when you have no near cards.

The average value of a hand is 7 points; of the crib, 5. The average amount pegged during play is between 4 and 5, with 1 point always assured to the dealer (he always wins one go, if only by last card). These averages become important in the "home stretch". Remember that non-dealer shows first. If you are dealer in what may be the last hand of a game, strive to prevent your opponent from pegging in play. Play off, even though you thereby preclude pegging yourself. If his hand is big enough to put him out, you were always helpless, but if another deal is required, you have gained first count.

CRIBBAGE VARIATIONS

Five-Card Cribbage. In Cribbage as originally devised, each player received only five cards. Two were laid away to the crib, so that each

SOME TYPICAL SCORING COMBINATIONS AT CRIBBAGE

(a) At Five-Card Cribbage (Crib only) and at Six-Card Cribbage

KKKK5	20	9 9 9 6 3	12	6 6 5 4 3	16
KKK5 5	20	9 9 6 6 3	14	6 5 5 4 3	14
KK5 5 5	22	9 9 6 3 3	12	6 5 4 4 3	14
K5 5 5 5	28	9 6 6 6 3	18	6 5 4 3 3	14
		9 6 6 3 3	14		
9 9 9 9 6	20	9 6 3 3 3	16	6 6 6 5 4	21
9 9 9 6 6	20			6 6 5 5 4	24
9 9 6 6 6	20	8 8 8 4 3	12	6 6 5 4 4	24
9 6 6 6 6	20	8 8 4 4 3	12	6 5 5 5 4	23
		8 8 4 3 3	12	6 5 5 4 4	24
9 9 9 9 3	12	8 4 4 4 3	14	6 5 4 4 4	21
9 9 9 3 3	14	8 4 4 3 3	12		
9 9 3 3 3	20	8 4 3 3 3	12	5 5 5 4 3	17
9 3 3 3 3	24			5 5 4 4 3	16
		7 7 7 7 4	12	5 5 4 3 3	20
6 6 6 6 3	24	7 7 7 4 4	14	5 4 4 4 3	17
6 6 6 3 3	20	7 7 4 4 4	20	5 4 4 3 3	20
6 6 3 3 3	18	7 4 4 4 4	24	5 4 3 3 3	21
6 3 3 3 3	20				

CRIBBAGE

THREE- AND FOUR-HAND

(b) At Seven-Card Cribbage (Hand only)

KKKK5 5	30	9 9 3 3 3 3	38	5 5 5 5 4 3	32
KKK5 5 5	32	9 6 6 6 6 3	32	5 5 5 4 4 3	28
KK5 5 5 5	38	9 6 6 6 3 3	28	5 5 5 4 3 3	34
		9 6 6 3 3 3	28	5 5 4 4 4 3	28
KKKK3 2	20	9 6 3 3 3 3	34	5 5 4 4 3 3	38
KKK3 3 2	20	6 6 6 6 3 3	38	5 5 4 3 3 3	38
KK3 3 3 2	20	6 6 6 3 3 3	36	5 4 4 4 4 3	32
KK3 3 2 2	22	6 6 3 3 3 3	38	5 4 4 4 3 3	36
K3 3 3 3 2	20			5 4 4 3 3 3	38
K3 3 3 2 2	20	8 8 8 8 4 3	20	5 4 3 3 3 3	36
		8 8 8 4 4 3	20		
9 9 9 9 6 6	30	8 8 8 4 3 3	20	6 6 6 6 5 4	32
9 9 9 9 6 3	20	8 8 4 4 4 3	22	6 6 6 5 5 4	38
9 9 9 9 3 3	22	8 8 4 3 3 3	20	6 6 6 5 4 4	38
9 9 9 6 6 6	30	8 4 4 4 4 3	28	6 6 5 5 5 4	40
9 9 9 6 6 3	22	8 4 4 4 3 3	24	6 6 5 5 4 4	46
9 9 9 6 3 3	20	8 4 4 3 3 3	20	6 6 5 4 4 4	38
9 9 9 3 3 3	30	8 4 3 3 3 3	20	6 5 5 5 5 4	40
9 9 6 6 6 6	30	4 4 4 4 3 3	30	6 5 5 5 4 4	40
9 9 6 6 6 3	26	4 4 4 3 3	18	6 5 5 4 4 4	38
9 9 6 6 3 3	22			6 5 4 4 4 4	32
9 9 6 3 3 3	26				

hand (with starter) comprised four cards, the crib five. Game was 61. Most modern players prefer the six-card game, twice around.

Seven-Card Cribbage. Played in exactly the same way as Six-card Cribbage, except that seven cards are dealt to each player, and the game is 181 up. Great fun if one has a flair for arithmetic.

Three-Hand Cribbage. Each player receives five cards and one card is dealt to the crib. Each player lays away one card. Eldest hand cuts the pack for the starter and leads first. When any player calls go, the other two must play in turn so long as they can, and the point for go is pegged by the last to play. The precedence in showing is: eldest hand first, then player at his left, then dealer's hand, and finally dealer's crib.

Four-Hand Cribbage. This is played in two partnerships. Each player receives five cards, and lays one away to the crib. Eldest hand cuts the pack for the starter and leads first. When any player calls go, the others must play in turn so long as they can, and the point for go is pegged by the side last to play. Eldest hand's side shows first, then dealer and his partner, finally dealer's crib. The game is twice around, 121 points.

•C CASINO D•

CASINO, often incorrectly spelled Cassino, probably dates back at least to the seventeenth century. One of the first references to it in English is found in *Hoyle's Games*, edited by Charles Jones, London, 1808. But several very similar games are described in earlier French and German manuals, as Papillon and Callabra.

Number of players. 1. Two, three or four; it is best for two, next best for four in two partnerships.

The pack. 2. A regular pack of 52 cards.

Count of cards. 3. An ace counts 1; other cards up to tens count their index value; face cards have no numerical count.

The deal. 4. To begin a deal, the dealer gives two cards face down to his opponent, turns two face up on the table, then gives, face down, two to himself; then a second round of two cards at a time like the first. He sets the pack aside and play begins. After these hands are played out, the dealer gives four cards to each player, two at a time, but gives none to the table. These new hands are played out—and so on. Six times successively the same dealer deals hands of four cards each, until the pack is exhausted, but gives cards to the table only at the outset. (When there are more than two players, each receives four cards in each round, but none to the table after the first round.) In serving the last cards of the pack, the dealer must announce "Last".

5. The turn to deal alternates, or passes in clockwise rotation.

The play. 6. Beginning with non-dealer (or eldest hand, the player at dealer's left), each player in turn must play one card from his hand until the hands are played out. The card played may be used to *trail*, *take in*, *build*, *duplicate* or *increase a build*.

7. *Trailing.* If unable or unwilling to make any other play, the player lays a card face up on the table.

8. *Taking in.* All cards on the table are open to capture, provided the player has a suitable card in his hand. A face card may be captured only by another of the same kind, as a queen by a queen. Cards so captured are *taken in*: the player puts them face down in a pile near himself. Lower cards may be taken in pairing, and also by *building*.

9. *Building.* Two or more cards whose numerical total is ten or less may be taken in by a card equal to their total. [For example, a six and a three may be taken by a nine; a five, four and ace by a ten.]

10. A player may lay a card from his hand on a card or cards on the table, making a *build* of two or more cards that he intends to take in at his next turn. [*For example*, a four from the hand may be laid on a three on the table, provided that the player has a seven in his hand.] Also, having a pair of the same rank in his hand, with a third card of the rank on the table, a player may build a pair, intending to take it in with his other card. [*For example*, the player has two tens; he lays one of them on a ten on the table, intending to take them in with the third ten.]

11. On making any build that is so left to be taken, the player must state the rank necessary to take it, and this statement is binding. For example, a player lays a five on a five and says "Building fives"; the opponent may not take in the build with a ten.

12. Any build left on the table may be taken in by an opponent (or partner) of the builder, with the specified card.

13. A player may not trail in a turn in which a build made by him remains to be taken in. (*Alternative rule.* He must take in something or duplicate the build, at his next turn.)

14. Face cards may not be built in any way; they may be taken in only by pairing. (*Alternative rule.* Face cards may be built in pairs or triplets.)

15. *Duplicating a build.* Any build may be duplicated to the extent of the cards available. [*For example*, if the cards on the table are 5, 4, 3, 6, all may be taken by a nine. Or, 5, 4, 9 may be taken by a nine. Having played a six from his hand on a four to make ten, a player may at his next turn take in his build together with a seven and three on the table, or may play a seven on a three and consolidate the two builds, still keeping the necessary ten in his hand.] But a player is not at any time required to take in cards except to comply with paragraph 13.

16. *Increasing a build.* A card may be added to a build, raising the rank of the card necessary to take it in, provided (a) that the build is single, not duplicated in any way; (2) the added card comes from the hand, not from the table. These conditions being met, a player may increase either his own or the opponent's build. [*For example:* Six has been built; a player holds an ace and a seven; he may add his ace to the build, making it seven. But: Six has been built; a player holds an ace and a ten and there is a three on the table; he may not add both the ace and the three to the build to increase it to ten.]

17. After the pack is exhausted and the last hands are played out, all cards remaining on the table belong to the player who was last to take in.

Scoring. 18. Each player (or side) counts the points he has won by cards taken in. The points to be counted are:

<i>Cards</i> , majority of the 52 cards	3
<i>Spades</i> , majority of the 13 spades	1
<i>Big Casino</i> , the ♦10	2
<i>Little Casino</i> , the ♠2	1
<i>Aces</i> , each counting 1	4

19. If each player took in twenty-six cards, there is no score for *cards*.

20. A running total is kept for each player, and the first to reach 21 points wins a game. The margin of victory is the difference in totals; there is no bonus for game. If both might reach 21 in the same deal, the points are counted in order of precedence given in paragraph 18, *cards* first, and the first to reach 21 wins. If the outcome depends on the count of aces, these are scored in order: ♠A (first), ♣A, ♥A, ♦A. (*Alternative rule*: Each deal is a game.)

21. *Sweeps (optional)*. Each time a player takes in all cards on the table, he scores one point for a sweep. To indicate this, he faces a card among his cards taken in. In counting out for game, sweeps rank in precedence behind aces.

22. *Overs (optional)*. For each card taken in excess of thirty, a player (or side) scores one point. In counting out for game, overs rank in precedence behind sweeps. *Spade overs* are spades taken in excess of eight; if spade overs are scored, they count one point each and rank in precedence behind card overs.

23. *Double and Quadruple Game (optional)*. If a player (or side) reaches 21 in two deals, his score is doubled (before deduction of his opponent's score); if he reaches 21 in one deal—possible only when sweeps and/or overs are scored—his score is quadrupled.

Irregularities. 24. *Misdeal*. In case a redeal is required, non-dealer may decide who shall deal next (in four-hand play, either opponent decides; in three-hand play, a misdeal loses the deal). There must be a redeal if the shuffle or cut was omitted, provided the opponent calls it before making any play. There must be a redeal at any time the pack is discovered to be incorrect.

25. *Exposed cards*. A card exposed in dealing or faced in the pack goes to the table and the dealer plays with a short hand; except that on the first round of dealing, before all four cards have been dealt to the table, the card exposed stands as dealt to the table.

26. *Incorrect hand*. If dealer gives an opponent too many cards, the opponent may face a card on the table and dealer plays the next round with a short hand. If a hand has too many cards by reason of failure to play in turn, it must trail in each subsequent turn during that round. If a hand has too few cards due to playing more than one card in a turn, it plays on with a short hand.

27. If there are too few cards to complete the deal, but the pack is correct, dealer plays the last round with a short hand.

28. *Cards exposed illegally*. In partnership play only, a card named or exposed except by a legal play in turn must be left on the table as though the player had trailed with it; he and his partner may never take it in.

29. In two- and three-hand play a player must trail with a card he exposes prematurely, or with which he tries to take in cards to which he is not entitled.

30. *Illegal play*. An illegal play must be corrected on demand made before an opponent plays thereafter.

31. *Improper build.* If a player makes a build and cannot take it in when required (either because he announced a build for which he has not the appropriate card, or because the build does not fit his announcement), his opponent may add one point to his own score or subtract one point from the offender's score.

[In two-hand play when every deal constitutes a game, any of the following irregularities forfeits the game: Incorrect number of cards dealt by dealer on any round but the first; incorrect hand not due to dealer's error; illegally taking in cards; improper build; looking back at cards previously taken in; failure by dealer to announce last. In other games, the last two irregularities (looking back, and failing to announce last) are not customarily penalized.]

Pointers on Casino play. Good players keep count of the cards and spades each player has taken in. In general, play to win as many cards as possible until the points for cards are settled.

Playing from a pair, prefer to take in with a spade, to trail with a non-spade.

The "cash points" (♦10, ♠2 and the aces) should be remembered; likewise the highest spot cards, tens, nines and eights. Most players do not make a great effort to remember all other cards, but try to know the opponent's last four cards by keeping track of cards unpaired because of building. For example, a four and three are taken in by a seven; the ranks 3, 4, 7 are unpaired. If later a four and two are taken by a six, the previous four is paired but the unpaired cards now are 2, 3, 6, 7. When the final hands are dealt, all unpaired cards not paired by the table or by your own hand will be in the opponent's hand.

Dealer must take a chance on building or trailing with his low cards, hoping to take them in; non-dealer (or eldest hand) should hold such cards to his last play or plays, unless he can safely build them or take them in, for he will play first on the next round and will have the best chance to take in.

When there are several cards on the table, it is often possible to figure out an opponent's hand by plays he failed to make. This should be done systematically: "If he had a ten he would have done this, if he had a nine he would have done that," and so on.

ROYAL CASINO

Follow all the rules of Casino except:

Kings count 13, queens 12, jacks 11, aces 1 or 14, and all these cards may be used to take in builds and may be built in triplets and quadruplets. (*Optional rule:* Little Casino counts 2 or 15, Big Casino 10 or 16, at the pleasure of the owner.) If a player takes in all cards remaining on the table, he scores 1 for *sweep*, but this score ranks last in order of precedence when the cards taken in are counted. A sweep is noted by turning one card face up among the cards taken in. The award of cards finally remaining on the table, to the player last to take in, does not count as a sweep.

[Royal Casino is the variant most popular today, especially in juvenile

and family games. The right of face cards to take builds is a relatively recent innovation, but the counting of sweeps—which, strange to say, is unknown to many adult Casino players—goes right back to earliest times.]

CASINO VARIATIONS

Spade Casino. The count for majority of spades is replaced by a point count for each spade taken in: the two and jack count 2 each, all others count 1 each. The number of points at stake in each deal is thus increased (exclusive of sweeps) to 24. Game is usually fixed at 61, because of the custom of scoring on a Cribbage board.

Draw Casino. Four cards are dealt to each player and four to the table; the rest of the pack is placed face down to form the stock. After each play, the player draws the top card of the stock to restore his hand to four cards. After the stock is exhausted, the remaining cards are played out without drawing.

SCOPA

Scopa, or Scoop, is also called Italian Casino.

Number of players. 1. Two, four or six; best as a four-hand partnership game. Six also play in two partnerships of three.

The pack. 2. The pack has 40 cards, K, Q, J, 7, 6, 5, 4, 3, 2, A of each suit.

3. Each king counts 10, each queen 9, each jack 8, each ace 1, each other card its numerical value.

The deal. 4. Three cards are dealt face down to each player and four cards face up to the table, as in Casino; when the original hands have been played out, three more cards are dealt to each player but none to the table; and so on until the pack is exhausted. The rotation in dealing is counter-clockwise.

The play. 5. Each player in counter-clockwise rotation, beginning with eldest hand (the player at dealer's right), must play one card.

6. A player in turn may take in one card from the table with a card of the same rank played from his hand; or may take in two or more cards from the table whose sum equals the count of the card played from his hand. (A build may not be duplicated as at Casino.) When a player has a choice between taking a single card or a combination of cards from the table, he must take the single card. Cards taken in are placed face down before the player who took them.

7. Cards remaining on the table after the last card has been played go to the player who last took in any cards.

Scoring. 8. A player *scoops* the table when he takes in every card on it. (It does not necessarily count as a scoop when a player receives the cards remaining on the table at the end.)

9. After play ceases, each player (or side) scores:

- 1 point for most cards won
- 1 point for most diamonds won
- 1 point for winning the ♦7
- 1 point for *settanta* (see below)
- 1 point for each scoop

10. *Settanta* is scored for the highest-counting four cards, one of each of the four suits, taken in by a player (or side). Such a group of four cards is called a *primiera*. For the purpose of determining the highest-ranking *primiera*, each seven counts 21, each six 18, each ace 16, each five 15, each four 14, each three 13, each two 12, and each face card 10. The four sevens thus constitute the highest possible *primiera*, but it is not required that the *primiera* be four of a kind or even that it include a pair, so long as every suit is represented.

Game. 11. The first side to score 11 points wins the game. A player (or side) may declare himself out during play, and if he has 11 points he wins; if he has not 11 points the other side wins. If both sides reach 11 or more points, the first to claim game is the winner.

SCOPONE

Scopone is a form of Scopa, played by four players in two partnerships. The entire pack of 40 cards is dealt out, ten cards to each player, none to the table. Each player in rotation, beginning with eldest hand, plays one card until all are played; taking in and scoring are as in Scopa, and game is 15 points.

•❧ PIQUET ❧•

IN the list of games known to Gargantua, Rabelais (1535) mentions Piquet, La Ronflé, and le Cent. The latter two are believed to have been virtually identical with Piquet. Le Cent, which is frequently alluded to in Elizabethan literature as Saunt or Sant, may have originated in Spain as Cientos. Piquet is sometimes written Picquet or Picket. For nearly five hundred years it has been one of the most popular two-hand card games in France and England, and is known the world over, though in the United States and elsewhere it is little played outside of card clubs. An indication of the universality of Piquet is that French, English, German and other manuals have for many generations alluded to the features of Piquet in explaining other games, and the pack of 32 cards, though used in scores of other games, is almost invariably called "the Piquet pack".

Legend has it that Piquet was invented by Etienne de Vignolles ("La Hire"), a French general who fought with Joan of Arc and made an effort to rescue her after her capture by the British.

Number of players. 1. Two, but variants have been devised for three and four players.

The pack. 2. A pack of 32 cards, made by discarding all cards below the sevens from a full pack.

Rank of cards. 3. The cards in each suit rank: A (high), K, Q, J, 10, 9, 8, 7.

The deal. 4. Each player receives twelve cards, dealt two at a time. The remaining eight cards are spread face down on the table in a fan, forming the *talon* or *stock*.

Discarding. 5. Non-dealer (called *majeur* in French, corresponding to the English *eldest hand*) begins by discarding face down any number of cards from one to five; he must discard at least one. He takes an equal number of cards from the top of the stock. If he leaves any of the first five, he may look at them without showing them to the dealer.

6. The dealer (*mineur*) may discard up to as many cards as are left in the stock. He is not obliged to discard any. He restores his hand by drawing an equal number from the stock. If he leaves any in the stock, he may either set them aside face down or turn them face up for both players to see.

7. A player may look back at his discards at any time. But all discards and any cards left in the stock by dealer must be kept out of play during that deal.

8. *Carte blanche* is a hand without a face card—king, queen, or jack. Either player dealt such a hand originally may score 10 for it. Non-dealer should announce *carte blanche* on picking up his hand; dealer may wait to announce *carte blanche* until non-dealer has discarded. The whole hand must be exposed to prove *carte blanche*.

Declaring. 9. Each hand being restored to twelve cards, they are compared for the scoring of *point*, *sequence*, *trios* or *quatorzes*. In respect to each, non-dealer must first make an announcement, as "No point" or "Point of five". If he claims no score, dealer announces and scores any combination he holds in this category. If non-dealer claims a score, dealer replies "Good" or, if he has a combination that might be superior, elicits further information to determine the fact.

10. Only one player may score in each category. When both players have combinations in the same category, only the superior one (as explained below) scores.

11. *Point*. The best holding in any suit scores 1 point for each card. For example, if non-dealer's longest suit is five spades, while dealer's longest is four hearts, non-dealer scores 5. The longer of two unequal suits is superior. Non-dealer commences by announcing his greatest length, as "five". Having an equal length, dealer asks "How much?" As between equal lengths, that which has the greatest point value is superior; the point value is the sum of the separate cards, counting ace 11, each face card 10, lower cards their index value. Non-dealer announces the value of his suit, and dealer responds "Good" or "Equal" or "No good"; in the last case he must state the value of his superior suit. If the values as well as lengths are equal, neither player scores for *point*.

12. *Sequence*. A sequence of three cards of the same suit (*tierce*), as ♦ J 10 9, scores 3; a sequence of four (*quart*) scores 4; a sequence of five (*quint*) or more scores 10 plus the number of cards. As between unequal lengths the longer sequence is superior. Non-dealer first declares length, as "Four" or "Quart". Dealer responds "Good" or "Not good" or "Equal". In the last case, non-dealer must then state the rank of the highest card in his sequence. As between equal lengths, the higher rank is superior; if the ranks also are equal, neither player scores for sequence.

The player entitled to score for superior sequence may also score any additional sequences he holds. He announces merely the length of such additional sequences.

13. *Trios* and *quatorzes*. Three cards of the same rank (*trio*), as three aces, score 3 points; four cards of the same rank (*quatorze*) score 14; provided, in all cases, that the rank is not below ten. A *quatorze* is superior to a *trio*; as between two *quatorzes* or *trios* the higher rank is superior. Non-dealer announces his best set, as "Three kings" and dealer responds "Good" or "Not good". There can be no equality. (In accordance with paragraph 15 a player might refrain from announcing the rank of his set, saying merely "Trio". In practice, this nicety is disregarded, because the identity of the set could almost invariably be inferred by the opponent.)

A player entitled to score for quatorze or trio may score all additional sets he holds (of rank ten or higher).

14. Non-dealer is not obliged to claim a score for point, sequence, or set: he may say "No point" even though he must of necessity have at least three cards in some suit. He usually refrains from announcing, e.g. three or four kings, when it is evident that the dealer has four aces. (Even though entitled to score them under a superior set, a player will sometimes sink—refrain from announcing—three jacks or tens, in order to avoid confessing weakness by which his opponent might profit in the play.)

15. Formerly it was the rule that every combination entitled to score must be proved by being exposed to the opponent. Modern practice is to leave proof (except of *carte blanche*) to the play, since all the cards are eventually exposed. Prior to play, the player is required to divulge no more about his hand than is necessary to establish the superiority of his combination when it is not immediately good.

The play. 16. The declarations ended, non-dealer makes the opening lead. He may lead any card. After each lead, the second hand must follow suit if able; if unable, the hand may play any card. A trick is won by the higher card of the suit led. (There is no trump suit.) The winner of a trick leads to the next.

Object of play. 17. The objects in play are to score points for leads and plays; to win a majority of the tricks; to win last trick; to win all the tricks.

Counting. 18. Each player keeps track of the points he wins during a deal, by announcing orally his new total each time he scores. After the declaring, each player by custom announces "I start with—", the total he has earned in combinations.

19. During the play, each player counts 1 for every lead he makes, and 1 for each adverse lead that he wins.

Pique and repique. 20. If a player scores 30 or more in combinations alone, his opponent having no score, he wins a bonus of 60 points for *repique*. [For example, a hand of eight diamonds, with all four aces, would score 8 for point, 18 for sequence, 14 for quatorze, a total of 40, earning the repique bonus to make 100.]

21. If a player reaches 30 points, with the aid of any point counted in play, while his opponent still has zero score, he wins a bonus of 30 points for *pique*. [For example, a hand of eight diamonds with three aces would score 29 in combinations; held by non-dealer, this hand would make pique by the opening lead; if the hand were held by dealer, non-dealer would debar the adverse pique by his opening lead.]

Tricks and capot. 22. The player who wins the last trick scores 1 extra point for it, unless he wins *capot*, the bonus for which includes the extra point.

23. The player who wins the majority of tricks scores 10, or, if he makes *capot* by winning all the tricks, 40. If the tricks are divided six and six, there is no score for tricks.

Scoring. 24. After the play, the total points won by each player during the deal are recorded on paper.

A game comprises six deals, the players dealing alternately after drawing cards to decide the first dealer. The player with the higher final score wins, and thereby earns a game bonus of 100. To this is added, if both players have reached 100, the difference of final scores; but if the loser has failed to reach 100 (even though the winner has also failed), the winner adds the sum of both scores to his game bonus. In this case the loser is said to be "rubiconed", i.e. he has failed to cross the Rubicon.

Club Piquet. In many clubs the Rubicon game has been shortened to four deals. The scores earned in the first and last deals are doubled.

Irregularities. 25. *Redeal.* There must be a new deal by the same dealer if a card is exposed in dealing. If either player receives the wrong number of cards, non-dealer may require the error to be corrected or may demand a redeal.

26. *Error in discard.* After having touched the stock, a player may not alter his discard in any way, as by adding or retracting cards. If he has discarded more cards than are available to him in the stock, he must take all he can and play with a short hand.

27. *Error in drawing.* If a player draws too many cards from the stock, he may return the excess if he has looked at none of them. If non-dealer draws more than five cards and sees any of them, he loses the hand forthwith. When non-dealer draws less than five, he must so announce; if he fails to do so, dealer may draw all that are left even though he has previously discarded only three cards or less. If dealer draws and sees any card from the stock before non-dealer has completed his draw, dealer loses the hand forthwith.

28. *Error in declaring.* If a player says "Good" or otherwise concedes an adverse claim, he may not retract his concession even though he holds a superior combination in that category. If a player makes any mis-statement in claiming a score for a combination, he may correct his error before he has played any card, and any due change is then made in scoring that category; should a player fail to correct a mis-statement before playing a card, he scores zero for the deal, while the opponent may show and score all valid combinations of his original hand together with 23 points for tricks (1 for each lead, 1 for last, 10 for majority).

29. *Wrong number of cards.* If at any time after the opening lead one hand alone is found to have too many or too few cards, play continues: a hand with too many cards scores nothing for the play; a hand with too few cards scores as usual but cannot take the last trick—the opponent scores 1 for each final trick for which the offender has no card. If at any time both hands are found to have the wrong number of cards, the deal is void and there must be a redeal by the same dealer.

30. *Revoke.* The cards played after the revoke are retracted, the revoke is corrected, and play continues; there is no penalty.

Pointers on Piquet play. Non-dealer should usually try for point, keeping his longest suit intact and drawing his full five cards. A long

strong suit, together with the opening lead, is also the best prospect to win majority of tricks. Aces should of course be saved, but kings and lower cards are frequently discarded when not supported by aces and when there is little prospect of making a quatorze. For example:



Discard all the spades and hearts. Giving up these stoppers is a trifling matter, since the hand has the opening lead. Any diamond drawn will probably win point; the ♦K would make point, probably sequence also, and at least seven solid tricks. Against these considerations, saving the ♥Q in the hope of making a quatorze would be poor policy.

Dealer, drawing fewer cards, has less chance to win point, and needs the equivalent of an ace more than non-dealer to win a majority of tricks. He should discard primarily to try for sequence or quatorze, and to hold stoppers in his short suits, unless he happens to be dealt a long strong hand that justifies trying for point. For example, with the foregoing hand dealer should discard the ♦ 10 9 7. Though this gives up point, and a chance for a sequence of four, it preserves the chance for a quatorze of queens and—more important—holds general protection that may win majority.

The best play is often to lead one's own long suit at every opportunity, seeking to knock out any adverse stoppers and cash some long cards. But an exception often arises, as when it is evident that the opponent is going to make his suit first and one's own long suit will have to be discarded on it. It may then be better to lead from a short but strong holding that is going to be saved intact anyhow, as K-Q-J. Another possible reason to refrain from leading one's long suit is that the opponent holds a tenace, as A-Q, and that the prospect of making long cards does not outweigh the sure loss of trick by leading into the tenace.

Most of the time you have enough information about the adverse hand to calculate exactly what is the best line of play. Whatever is not in your hand and discard is in his hand and discard; the declarations will usually show within a card or two exactly what his discards were.

PIQUET VARIATIONS

Piquet Normand. This is a variant for three players. Each receives ten cards, leaving only two for a widow. The dealer only may take the widow in exchange for two discards. Declaring is as in two-hand play, only one hand being eligible to score in any category. Any player who counts 20 before either of the others counts a point jumps to 90 or 60 for *repique* or *piquet*. The 10 points for tricks go to the player winning

a plurality; if two players tie for plurality, each scores 5. Capot counts 40 as usual. A pool formed by equal antes is won by the player first to reach a total of 100 points.

Piquet Voleur. This is a variant for four players, in two partnerships. The whole pack is dealt, each player receiving eight cards. Declarations are made in turn to the left, and the side entitled to score in any category (as sequences) may score all the combinations held by both partners in that category. A side reaching 20 before the other scores a point jumps to 90 or 60 for repique or pique. A game may be scored by any of the three methods used in two-hand.

IMPERIAL

Imperial is one of many games of the Piquet type that flourished in France prior to the Revolution, and has survived practically unchanged.

Number of players. 1. Two.

The pack. 2. A pack of 32 cards, made by discarding all cards below the sevens from a full pack.

Rank of cards. 3. The cards in each suit rank: K (high), Q, J, A, 10, 9, 8, 7.

4. In trumps only, the K, Q, J, A, and 7 are *honours*.

Chips. 5. For scoring purposes, a common pool of chips is placed on the table. Ten white and eight red chips are sufficient. A red chip is worth six whites. Each player keeps track of his score by drawing the appropriate number of chips from the pool. He must keep his stack in sight so that both players can see the state of the score at all times.

The deal. 6. Each player receives twelve cards, dealt in batches of two or three at a time. The dealer may choose either method, but must adhere to the one he starts.

7. The next card of the pack is turned face up, to fix the trump suit for that deal. If the turn-up is an honour, dealer scores 1 white chip at once.

Declaring. 8. Non-dealer declares first. He exposes any *imperials* (paragraph 11) he holds and takes chips for them. Then he announces his *point* (paragraph 13) and makes the opening lead.

9. Before playing to the opening lead, dealer exposes any *imperials* he holds and takes chips for them. Then he states whether non-dealer's point is "Good" or "Not good". There is no tie, for dealer must have a higher point to score it. Only one player may score for point, and the suit that scores must be exposed to the opponent. (Dealer may understate his point, when he can still win by omitting one or two of the lowest cards. Thus he may conceal the fact that his long suit is actually longer. But the cards concealed must be those at the bottom in rank.)

10. The order of declaring, as above, must be observed strictly. A player loses claim to his *imperials* if he refers to point first, or loses the

point if he fails to announce it before leading or playing to the opening lead.

11. *Imperials* are certain combinations of cards, as follows:

Carte blanche is a hand without a face card (king, queen, or jack). It wins 2 red chips. (*Optional rule.* When a *carte blanche* is shown, only this and the other imperials are scored; no *point* is scored and the deal is not played out.)

Sequence is K-Q-J-A of any suit (with or without additional cards in sequence). It wins 1 red chip. (*Optional rule.* A sequence in trumps wins 2 reds.)

Quartet is four cards of the same rank, other than nines and eights. It wins 1 red chip.

12. The dealer, but not his opponent, may construe the turned trump card as part of his hand, for purpose of making sequence and quartet.

13. *Point* is the numerical total of the best suit in the hand, counting ace 11, each face card 10, lower cards their index value. For example, none-dealer holding ♦ K J A 8 7 announces "Point of forty-six". The player with the higher point wins 1 white chip.

The play. 14. Non-dealer may lead any card for the opening lead. The second player to any lead must follow suit if able; must trump if able when void of a plain suit led; and in any case must win the trick if he can. A trick is won by the higher trump, or, if it contains no trump, by the higher card of the suit led. The winner of a trick leads to the next.

15. The cards are not thrown in the centre and gathered in tricks; each player keeps his own cards in a pile in front of himself.

Object of play. 16. The objects are: to win trump honours; to win as many tricks as possible.

Scoring. 17. If one player has captured all four of the highest trump honours (K, Q, J, A), he wins 1 red chip for *imperial tombée*. (Modern players eliminate the imperial tombée, which is rare anyway, in order to liven the scoring.)

18. For each trump honour captured in tricks the player wins 1 white chip. If imperial tombée is allowed, both players are construed to score simultaneously for honours at the end of play; if it is eliminated, each honour is scored at the time it is won.

19. Each time a player collects six or more white chips, he returns six whites to the pool and takes a red. Whenever a player takes a red (in exchange for whites or in direct payment of *capot*, etc.) his opponent must return to the pool all white chips he has at the moment. For determination of when whites must be so forfeited, scores must be settled in strict order:

1. Honour turned for trump
2. Imperials in hand
3. Point
4. Imperial tombée (if allowed)
5. Honours won in tricks
6. Majority of tricks

Honours may score simultaneously or consecutively (see paragraph 18). But imperials in hand are construed to score simultaneously, though non-dealer speaks first. Hence the dealer need not return his white chips to the pool, non-dealer having shown an imperial, if he himself has an imperial.

20. The player first to win five red chips wins a game, and the deal then in progress is abandoned.

Irregularities. 21. *Revoke* is failure to follow suit to a lead when able, or failure to trump a plain lead when able, or failure to win a trick when able. A revoke is established if not corrected before the next lead, and an established revoke may be claimed before the cards are mixed for the next deal. The hands must be replayed from the trick on which the revoke (now corrected) occurred, and the revoker may not score for tricks or for honours taken thereafter, while his opponent collects all due chips earned in the replay.

Other irregularities are settled by analogy with the rules for Piquet (page 265 *sqq*).

·♣ BEZIQUE ♠·

BÉZIQUE is said to be of Scandinavian origin, but its name and earliest popularity (about 1860) are rather associated with France. It is much played in England and France, especially its latest variant Six-pack Bézique. The basic game is described first.

Number of players. 1. Bézique is a game for two, though there are adaptations for three and four players.

The pack. 2. 64 cards, comprising two each of the A, K, Q, J, 10, 9, 8, 7 in each of four suits.

The shuffle and cut. 3. Each player cuts a portion of a shuffled pack and shows the bottom card; low deals first. Non-dealer shuffles, then the dealer. Non-dealer cuts about half the pack, and dealer completes the cut.

The deal. 4. Dealer gives eight cards to each player, three, two and three at a time, beginning with his opponent. He turns the next card, which fixes the trump suit. The undealt cards, or stock, go in the centre of the table partly covering the exposed trump card. (*Optional rule.* No trump card is turned; the suit of the first marriage declared is trump.)

5. The turn to deal alternates.

Objects of the game. 6. The objects are two: To show and score for certain declarations; and to win in tricks aces and tens, called *brisques*.

Early play. 7. Non-dealer leads first; thereafter the winner of each trick leads to the next. Any card may be led, and any card played to a lead; such two cards constitute a trick. A trick is won by the higher trump, or, if it contains no trump, by the higher card of the suit led; of identical cards, the one led is the winner.

8. After winning a trick and making any declaration in accordance with paragraph 9, the winner draws the top card of the stock and his opponent the next card, restoring each hand to eight cards.

Declarations. 9. After winning a trick and before drawing from the stock, a player may show any one of the following combinations face up on the table and score for it immediately:

Marriage (K, Q of the same suit),						
in trumps	40
in any other suit	20
Sequence (A, K, Q, J, 10 of trumps)				250

BEZIQUE**IRREGULARITIES**

Béziq (♠Q and ♦J)	40
Double béziq	500
Any four aces	100
Any four kings	80
Any four queens	60
Any four jacks	40
Trump 7	10

If dealer turns a seven as trump, he scores 10; thereafter either player may (upon winning a trick) exchange a trump seven for the trump card and score 10.

10. A player may declare and show more than one declaration in a turn, but may score for only one of them at that time, scoring any other of them (or a new declaration) the next time he wins a trick.

11. A card may not be used twice in the same declaration, but may be used in different declarations. The K, Q of trumps may be declared as 40, and the A, J, 10 added at a later turn to score 250; but if the entire sequence is declared at once, the K, Q may no longer be declared as 40. Béziq may be declared as 40 and a second béziq added for 500, but if double béziq is declared at once it counts only 500.

12. A declared card may be led or played as though it were in the player's hand.

Final play. 13. When only two cards remain in the stock, there may be no more declaring; the winner of the next trick takes the face-down card and the loser takes the exposed trump. Play continues, and a player must follow suit to the card led, if able, and must win the trick if able, subject to his duty to follow suit.

Scoring. 14. In addition to the scores for declarations, the winner of each brisque in tricks scores 10 for it, and the last trick scores 10.

15. The first player to reach a score of 1,500 wins the game; if both players reach 1,500 on the same deal, the higher score wins the game. (Or each deal may be played as a separate game.)

Irregularities. 16. *Misdeal.* There must be a redeal by the same dealer if it is discovered, before the first trick is completed, that the wrong player dealt; or that the rules of the shuffle, cut or deal were not observed; or that a player has the wrong number of cards; or that a card is faced in the stock. There must be a redeal if it is discovered at any time that each player has too many cards or that the pack is incorrect.

17. *Incorrect hand.* A hand with too few cards must play on and cannot win the last trick; a hand with too many cards does not draw from the stock until his hand is correct, and on each occasion that he does not draw for this reason, his opponent may look at the two top cards of the stock and select either. In the final play, a hand found to have too many cards is dead; all remaining tricks, and last trick, go to the opponent.

18. *Exposed card.* Non-dealer may demand a redeal if one of his cards is exposed in dealing; there is no penalty for card exposure at any other

time. A card found faced in the stock is shuffled into the stock (unless a redeal is required, as provided in paragraph 16).

19. *Illegal draw.* If a player, in drawing, sees a card he is not entitled to see, his opponent when next drawing may look at the two top cards of the stock and select either.

20. *Lead out of turn.* A player may permit his opponent's lead out of turn to stand, or (before playing to it) may require that it be retracted.

21. *Stock incorrect.* If three cards remain in the stock at the end, the exposed trump is dead.

22. *Error in declaring.* A score incorrectly claimed for a declaration stands after the opponent has led or played to the next trick.

23. *Revoke.* If a player fails to play according to law in the final play, the revoke trick and all cards unplayed at that time belong to his opponent, who scores for last trick.

24. *Play of too many cards.* If a player leads or plays more than one card at a time, he may select one card and there is no penalty.

THREE-HAND BEZIQUE

A 96-card pack is used (three 32-card packs shuffled together). The player to dealer's left leads to the first trick, and thereafter the winner of each trick leads to the next; all three play to each trick, in clockwise rotation. Only the winner of the trick may declare. Triple b  zique counts 1,500; a player having counted 500 for double b  zique may add the third and count 1,500, provided all cards for this declaration are on the table, unplayed.

FOUR-HAND BEZIQUE

A 128-card pack is used (four 32-card packs shuffled together). Each may play for himself, or two against two as partners, who face each other across the table. All four play, to each trick, in clockwise rotation.

In the partnership game, the winner of each trick may declare, or may pass the privilege to his partner (whereupon if his partner cannot declare, the winner of the trick cannot declare). Partners may not consult on which shall declare. A player may put down cards from his own hand to form declarations in combination with cards previously declared by his partner and still exposed on the table, but he may not declare any combination his partner could not legally declare. [That is, if one partner has declared a sequence the other partner may not add a trump king to the queen in the sequence and score for a marriage.]

After the last card of the stock has been drawn, each player in turn must beat the highest card previously played to a trick, if able, even if it was his partner's.

Double b  zique counts 500 and triple b  zique 1,500 only if all the cards come from the hand of the same player.

Game is usually set at 2,000 points.

RUBICON BEZIQUE

Follow all the rules of *Bézique*, except:

The pack is 128 cards (two full *Bézique* packs shuffled together). Nine cards are dealt to each player, three at a time. No trump is turned, the trump suit being fixed by the first marriage declared; and there is no count for the seven of trumps.

In addition to the declarations in *Bézique* (paragraph 9), the following declarations count:

Non-trump sequence ("back doo.")	150
Triple <i>bézique</i>	1,500
Quadruple <i>bézique</i>	4,500
Carte blanche	50

Carte blanche is a hand originally dealt without a face card (it may contain an ace). The holder shows it and scores for it; thereafter, in each successive turn in which he does not draw a face card, he may show the card drawn and score 50 again. Once he draws a face card he may no longer score for carte blanche.

Single, double, triple and quadruple *bézique* may be scored singly and then the entire score for the new combination counted as it is declared, provided all the cards required for each combination are showing on the table, unplayed, at the time it is declared.

When any card of a declaration is played from the table, the entire declaration may be scored in a later turn by restoring that card or its equivalent. [For example: A player declares four queens, scoring 60. He plays one of the queens, the \spadesuit Q. Subsequently, upon winning a trick, he adds a \spadesuit Q or any other queen and scores 60 again.]

Last trick counts 50. Brisques do not count unless necessary to break a tie, or in case of a rubicon.

Each deal is a game; there is a bonus of 500 for winning the game. It is a rubicon if the loser's score is under 1,000; the winner then receives all his own points, plus all the loser's points, plus all the brisques (320), plus 1,000 instead of 500 for game.

SIX-PACK BEZIQUE

Also called Chinese *Bézique*, this is the most popular development of Rubicon *Bézique*. Six 32-card packs are shuffled together, making a 192-card pack. Both players shuffle, non-dealer cuts, then dealer lifts off a portion of the pack and non-dealer guesses how many cards he lifted off: If dealer lifted exactly 24 cards he scores 250; non-dealer, if he guessed correctly, scores 150. Twelve cards are dealt to each player, three at a time.

The rules are as in Rubicon *Bézique*, except that brisques never count, so the played cards are left piled in a heap on the table. The cards required for *bézique* vary with the trump suit:

♠Q and ♦J if spades are trumps
♦Q and ♠J if diamonds are trumps
♥Q and ♣J if hearts are trumps
♣Q and ♥J if clubs are trumps

Four tens of trumps may be declared and count 900; four aces of trumps count 1,000, four kings of trumps 800, four queens of trumps 600, four jacks of trumps 400. Carte blanche counts 250.

The same suit may not become trump in two successive deals; a marriage of the previous trump suit may be declared first in any deal, but then counts only 20 and does not fix the trump suit.

Each deal is a game; the bonus for game is 1,000; the loser is rubiconed if his score is less than 3,000, whereupon the winner scores the totals of both players plus 1,000 for game.

EIGHT-PACK BÉZIQUE

This is the same as Six-pack Bézique, but played with eight 32-card packs shuffled together, 256 cards in all; fifteen cards are dealt to each player, three at a time; the dealer receives his 250-point bonus if he lifts off exactly 30 cards for dealing. In addition to the declarations in Six-pack Bézique, there is a score of 2,000 for five aces of trumps, 1,800 for five tens of trumps, 1,600 for five kings of trumps, 1,200 for five queens of trumps, and 800 for five jacks of trumps. Quintuple bézique counts 9,000. The loser is rubiconed if his score is less than 5,000.

POLISH BEZIQUE

Regular Bézique is played, except that a player may remove from the tricks he wins all face cards, aces, and the ten of trumps, and may use these to form melds; but such cards form separate melds. They may not be combined with cards in the hand, or with cards melded from the hand. Brisques among them still score at the end.

CINQ CENTS (FIVE HUNDRED)

This is an obsolete variant of Bézique, played with the Piquet pack of 32 cards. Cards won in tricks count as in Pinochle: ace 11, ten 10, king 4, queen 3, jack 2. Melds count as in Bézique, there being of course no double bézique, and except that a sequence (A-K-Q-J-10) in a plain suit has a melding value of 120. A player may declare himself out as in two-hand Pinochle. If no one declares out and both players reach 500 on the same deal, game becomes 600 (unless one player has reached 600 while the other has reached 500, in which case it becomes 700), and so on by increments of 100. In this game, bézique (♠Q-♦J) is called binage, and Foster believed that it was from mispronunciation, of this term that the name Pinochle developed.

POINTERS ON BEZIQUE PLAY

The game Bézique is well named: The strategy is dominated by the 500-point meld of double-bézique. Never, so long as any hope remains

of making this meld (though there is only one chance in sixteen or more of making it) does one play a queen of spades or jack of diamonds.

The melds are generally more important than they are in two-hand Pinochle, which is essentially the same game (whereupon the Bézique student may profit from reading the pointers on Two-hand Pinochle, page 292). In Bézique there are only 160 points to be scored by cards, and with the 64-card pack there are more opportunities for melding. Therefore possible melding cards should be held on the chance that fitting cards will be drawn, but once a melding combination is completed in the hand the trick should be won, even if it means sacrificing trump length in the final play, to get the meld down and release the cards for play on lost tricks.

In Rubicon Bézique and its derivatives (Six-pack and Eight-pack Bézique) a player who can make the trump should do so, even if it means sacrificing an ace of the suit that will be trump. With four or more packs in play, a duplicate of the lost card will probably be drawn eventually. The danger is always great that the opponent will make his own long suit trump and so dominate the melding and play throughout the deal.

SIXTY-SIX

The most popular two-hand card game in Germany, and well-known elsewhere, Sixty-Six is related to Bézique; it probably preceded Bézique.

Number of players. 1. Two. But variants for three and four have also been devised.

The pack. 2. A pack of 24 cards, made by discarding all cards below the nines from a full pack.

Rank of cards. 3. The cards in each suit rank: A (high), 10, K, Q, J, 9.

The deal. 4. The players cut for deal; high deals. The dealer shuffles the pack and non-dealer cuts it. Each player receives six cards, dealt in batches of three at a time. The rest of the pack is placed face down to form the *stock*. The top card is turned over, and placed face up under the stock. This is the *trump card*; it fixes the trump suit for the deal.

The play. 5. Non-dealer makes the opening lead. During the early play, before the stock is exhausted or closed (paragraph 8), the second player to a trick may play any card—he need not follow suit. A trick is won by the higher trump or by the higher card of the suit led. The winner of a trick draws the top card of the stock, and his opponent takes the next card. Then the winner leads to the next trick.

6. *Trump card*. In his turn to play, and provided that he has won at least one trick, a player having the nine of trumps may exchange it for the trump card. But this privilege may not be exercised if the last face-down card of the stock happens to be the nine; the player drawing it must keep it, while his opponent gets the trump card.

7. *Marriages*. In his turn to lead, and provided that he has won at

least one trick, a player having a *marriage* may meld and score it. A marriage is a king and queen of the same suit. A trump marriage scores 40, a plain marriage 20. Having shown the marriage, the player must then lead one of the cards. The non-dealer may show a marriage when he wishes to lead one of the cards for the opening lead, but he is not credited with the score until he wins a trick. (Some play that a marriage may be shown and scored at any time that it brings the player's score to 66 or over.)

8. *Closing*. A player, in his turn to lead, may close, bringing into effect the rules of later play before the stock is exhausted. Closure is signified by turning the trump card face down. Marriages may still be melded after the closure.

9. After the stock is exhausted, or after either player closes, the six cards remaining in each hand are played out. At this time, the second player to a trick must follow suit if able; if unable, the hand may play any card.

Object of play. 10. The object is to be the first to reach a total of 66 points in the deal. The points that can be scored are: (a) marriages; (b) counting cards won in tricks; (c) winning last trick, which counts 10 points; but this is not scored if, due to closure, the stock is not exhausted.

11. The cards won in tricks count as follows:

Each ace	11
Each ten	10
Each king	4
Each queen	3
Each jack	2
(No count for nines)	

Scoring. 12. A player may at any time (in or out of his turn to play) claim that he has reached 66. The claim ends the play. If it is found to be correct, the claimant scores 1 game point if the loser has taken 33 points or more; 2 game points if the loser has less than 33 (*schneider*); or 3 game points if the loser has won not a single trick (*schwarz*). If the claim is found erroneous, the opponent scores 2 game points.

13. If play ends without a claim, the scores are determined, and if one player has 66 or more, the other less, the winner scores as in paragraph 12. If both have 66 or more, or both have 65, there is no score for the deal, but the winner of the next deal is credited with 1 additional game point.

14. The player first to reach a total of 7 game points wins a game.

Irregularities. 1. *Redeal*. The same dealer must deal again, if non-dealer so requires before playing to the first trick, when a card is exposed in dealing or in the stock, or if either player has too few cards, or if the pack was not properly shuffled, cut and dealt.

2. There must be a redeal by the same dealer if the pack is incorrect or if, before the first trick is completed, it is ascertained that a player has too many cards.

SIXTY-SIX

THREE- AND FOUR-HAND

3. *Incorrect hand.* Unless a redeal is required, a hand with too few cards draws from the stock, a hand with too many cards refrains from drawing, until the hand is correct; but if the stock is exhausted or closed, the incorrect hand loses the game (3 game points).

4. *Revoke.* A player who does not follow suit when able, after the stock is exhausted or closed, loses the game (3 game points).

5. *Stock incorrect.* If the stock has three cards at the end, the last (trump) card is dead.

THREE-HAND SIXTY-SIX

Dealer takes no cards, and scores as many game points as are won on his deal by either of the players. If neither scores 66, or both score 66 or more but fail to announce it, dealer scores 1 game point and active players nothing. Game is 7 game points. A dealer cannot score enough to win game. His seventh point must be won when he is an active player.

FOUR-HAND SIXTY-SIX

Use the 32-card pack (A, 10, K, Q, J, 9, 8, 7 of each suit).

Eight cards are dealt to each player—three, then two, then three, in rotation to the left, beginning with eldest hand. Last card is turned for trump and belongs to dealer.

Eldest hand leads, and each succeeding player in turn must not only follow suit, but must win the trick if possible. Having no card of the suit led, a player must trump or overtrump if he can.

Scoring is the same as in the two-hand game, except that there are no marriages. A side counting 66 or more, but less than 100, scores 1 game point; over 100 and less than 130, 2 points; if it takes every trick (130), 3 points. If each side has 65, neither scores, and 1 game point is added to the score of the winners of next hand.

Game is 7 game points. In some localities the ten of trumps counts 1 game point for the side winning it in addition to its value as a scoring card. If one side has 6 game points and wins the ten of trumps on a trick, that side scores game immediately.

MARRIAGE

This is another version of *Bézique*, identical with *Sixty-Six* except:

L'amour may also be melded: this is the ace and ten of the same suit, counting 60 in trumps and 30 in a plain suit. For winning the last six tricks, a player scores 20, additional to the 10 for last. Every deal is played out, there being no fixed objective as in *Sixty-Six*. The player with the higher score for the deal scores 1, 2, or 4 game points, according to the score of the loser (2 for *schneider*, 4 for *schwarz*).

JASS

Number of players. 1. Two. But variants for three or four have been devised.

The pack. 2. A pack of 36 cards, made by discarding all cards below the sixes from a full pack.

Rank of cards. 3. In the trump suit the cards rank: J (high), 9, A, K, Q, 10, 8, 7, 6. (The nine is called *nell*, obviously a corruption of *manille* or *menel* meaning the lowest card when elevated to high rank.) In each plain suit the cards rank: A (high), K, Q, J, 10, 9, 8, 7, 6.

The deal. 4. Each player receives nine cards, dealt in batches of three at a time. The rest of the pack is placed face down to form the *stock*. The top card is turned over and placed under the stock; this is the trump card: it fixes the trump suit for the deal.

The play. 5. Non-dealer makes the opening lead. Until the stock is exhausted, the second player to a trick may play any card—he need not follow suit. A trick is won by the higher trump or the higher card of the suit led. The winner of a trick draws the top card of the stock; the opponent then draws the next card. The winner then leads to the next trick.

6. In his turn to lead, a player may meld any one (no more) of the following combinations:

Four jacks	200
Four aces, kings, or queens	100
Five cards of any suit in sequence	100
Four cards of any suit in sequence	50
Three cards of any suit in sequence	20
King and queen of trumps	20

For sequences, the rank A, K, Q, J, 10, 9, 8, 7, 6 obtains in the trump suit as well as in other suits.

7. After the stock is exhausted, the final nine tricks are played out. At this time, there may be no more melding. The second player to a trick must follow suit if able, and must win the trick in any way possible, if able, except that the jack of trumps may be withheld when the hand is void of a plain suit led and has no other trump.

Scoring. 8. At the end of play, each player is credited with what he won in tricks as follows:

Jack of trumps	20
Nine of trumps	14
Each ace	11
Each king	4
Each queen	3
Each Jack (other than jack of trumps)	2
(No count for lower cards)	

9. A running total score is kept for each player, and the first to reach 1,000 (or any other agreed amount) wins a game.

Irregularities. See Klaberjass, page 284.

FOUR-HAND JASS

Each plays for himself. The entire pack is dealt, nine cards to each player; the last card is turned to fix the trumps, but is part of the dealer's hand; except that the holder of the six of trumps may exchange it for the turned card, if he does so before playing to the first trick. Eldest hand (player at dealer's left) leads first, and each trick consists of four cards, one from each player in rotation; the winner of each trick leads to the next. A player may meld only in his turn and before playing to the first trick. Each player must follow suit to the lead if able, and must if able play a card that would win the trick over any played before; except that if his only trump is the jack, he need not trump a plain-suit lead with it. Scoring is as in Two-hand Jass.

THREE-HAND JASS

The deal and play are the same as in Four-hand Jass. The fourth hand is a widow, for which a player may exchange his hand, dealer having precedence, then eldest hand. If dealer exchanges, another player with the trump six may still exchange it for the turned trump card. A player may not exchange the trump six for the trump card and also exchange his hand for the widow.

KLABERJASS

Well known in central Europe, Klaberjass reached the United States early in this century via the immigrant colonies along the Eastern seaboard. In the writings of Damon Runyon and others, the game is frequently mentioned, as Klob, Clob, Klab, Kalaber, and, often, Kalabriàs.

Number of players. 1. Two active players.

The pack. 2. A pack of 32 cards, made by discarding all cards below the sevens from a full pack.

Rank of cards. 3. In the trump suit the cards rank: J (high), 9, A, 10, K, Q, 8, 7. The jack is called *jass* or *jasz*, and the nine is called *menel*. In plain suits the rank is: A (high), 10, K, Q, J, 9, 8, 7.

The deal. 4. Each player receives six cards, dealt in batches of three at a time. The next card of the pack is turned face up and placed partly underneath it. This is the *trump card*; it proposes the trump suit for that deal.

Bidding. 5. Non-dealer declares first: he may *pass*, *take*, or *schmeiss*. To take is to accept the turned card for trump. To schmeiss is to propose that the cards be thrown in and redealt.

6. If non-dealer calls schmeiss, dealer may accede (saying "Yes"), in which case the deal is abandoned; or may refuse by saying "Take it". This refusal makes non-dealer the *maker* of trump, just as though he had *taken* voluntarily.

7. If non-dealer passes, dealer may pass, take, or schmeiss. Non-dealer may accept or refuse a schmeiss.

8. If both players pass in the first round, non-dealer may then pass again, or schmeiss, or name a suit for trump other than that rejected. After a schmeiss dealer may accept, or may refuse, and in the latter case non-dealer must name a new trump suit. If non-dealer passes a second time, dealer may name a new trump suit, or he may pass again; in the latter case the deal is abandoned without score.

9. Whoever takes, or is refused schmeiss, or names a new trump suit, is the maker of the trump.

Second deal. 10. The trump suit being decided, the dealer gives a batch of three more cards to each hand. By custom he then turns the bottom card of the pack face up, putting it on top. (The custom probably arose from the fact that non-dealer often sights the bottom card; formal exposure equalizes matters by letting the dealer see it too.)

Sequence. 11. Before the opening lead, a player may declare and score for a sequence of three or more cards in the same suit. For this purpose alone, the rank of every suit including trumps is: A (high), K, Q, J, 10, 9, 8, 7. A sequence of three counts 20, of four or more, 50.

12. Only one player may score for sequences. Non-dealer, holding one or more sequences, should say "Twenty", or "Fifty", the value of his best sequence. If dealer has no equal sequence, he says "Good". With a higher sequence, he shows it. With a sequence of equal length he asks the highest card in non-dealer's sequence, and so on.

13. A sequence worth 50 outranks one worth 20; as between sequences of equal length, the higher in rank takes precedence; as between two equal in length and rank, a trump sequence beats a plain sequence, or non-dealer wins if both are plain. The player entitled to score his best sequence may also score any additional sequences he holds. Sequences that score must be exposed face up after the first trick is complete; the cards may then be taken back into the hand.

14. If non-dealer makes the opening lead without declaring a sequence, he loses the right to do so. Having no sequence, he should properly say "I lead" or other cautionary words before leading; if he does give notice, dealer must at once expose any sequence he wishes to score; if non-dealer fails to give notice, dealer may declare even after opening lead, but before he plays to the trick.

The play. 15. Non-dealer makes the opening lead. He may lead any card. After any lead, the second player must follow suit if able, and if void of a plain suit led must trump if able. On a trump lead the second player must "go over" if able—play a higher trump. A trick is won by the higher trump, or by the higher card of the suit led. The winner of a trick leads to the next.

16. *Dix.* When the turned card is made the trump, either player holding the seven of trumps (called dix) may exchange it for the trump card before playing to the first trick. The exchange is not compulsory, and has no scoring value, but may be advantageous by giving his hand a more valuable trump.

17. *Bella.* If one player has both the king and queen of trumps, he

may score 20 by saying "Bella" at the time he plays the second of the two cards. There is no score without the announcement. It is not compulsory to score bella—the trump maker omits doing so when he sees that he must go bete.

Object of play. 18. Each player strives to win the counting cards in tricks, and to win *stich*, the last trick, which counts 10. The counting cards are:

Jass (jack of trumps)	20
Menel (nine of trumps)	14
Each ace	11
Each ten	10
Each king	4
Each queen	3
Each jack (except jass)	2
(No count for lower cards)	

Scoring. 19. At the end of play, each player totals what he has made in sequences, bella, stich, and counting cards taken in tricks. If the trump maker has the higher total, each player scores his total. If the totals are equal, only the opponent of the maker scores. If the maker has the lower score, he is bete and the opponent scores the sum of the two totals.

20. The player first to reach a total of 500 points wins a game. Except by agreement, there is no "counting out" during a deal. If both players reach 500 in the same deal, it is played out, and the higher total wins.

Irregularities. 21. *Exposed card.* If a card that would go to non-dealer is exposed in dealing, that player may accept it or may demand a new deal before making any bid. If dealer exposed a card dealt to himself he must accept it. If a card is found faced in the pack, during the deal, either player if he has not looked at his cards may demand a redeal. If a player exposes one of his own cards after his first bid, he has no redress.

22. *Wrong number of cards.* If too many or too few cards are dealt to either hand, non-dealer, if he has not made his first bid, may decide whether there shall be a redeal or the error shall be corrected. In any other case the error must be corrected: a short hand draws additional cards from the top of the stock; a long hand is placed face down and the opponent draws out each excess card and buries it in the stock without looking at it.

23. *False declaration.* If a player asks "how high?" or otherwise obtains unwarranted information about an adverse sequence when he himself has none or the superiority of the other has already been established, or otherwise causes his opponent to give information about his hand that the opponent could correctly have withheld, the offender loses the deal, and his opponent scores all the points for sequences, bella, stich, and counting cards.

24. *Revoke.* A revoke is failure to follow suit when able, or to trump

when able, or to go over a trump lead when able. A revoke may be corrected without penalty before the next lead. In any other case, the opponent scores all the points for sequences, bella, stich, and counting cards.

25. *Turned cards.* If the dealer, after serving the three additional cards to each hand, omits turning the bottom card of the pack face up, non-dealer may decide whether or not this card shall be exposed at all. If a player erroneously exchanges a seven for the exposed bottom card or for the trump card when it was rejected, the opponent may require retraction of the seven if he does so before playing to the next trick; otherwise the exchange stands as regular.

Pointers on Klüberjass play. The total points at stake per deal averages 110. The trump maker to avoid *bete* must on average win 60 points. As he has nine cards in the play, six in the bidding, the normal requirement for making the trump is a hand that can probably win 40 points. The typical hand contains jass, an ace, and a ten.

Trump length is not so vital as strength. Having jass, even alone, many experienced players will take on a hand worth only about 35. Lacking both jass and *menel*, be conservative, for either of these cards held by or dealt to your opponent may put you *bete*. With strong side cards and little in trumps, or with a sequence, let your opponent take or name a trump.

Normally, do not *schmeiss* on the first round as non-dealer. If dealer is strong enough to take, he will refuse, and will then collect all your points as well as his own. But the *schmeiss* gives scope for a certain amount of bluffing, or rather, psychological jockeying. With a borderline hand for a take, but even less prospect at any other trump, you may try an unorthodox *schmeiss* for the purpose of preventing dealer from naming a new trump on the second round. If he is a natural pessimist, or is bowed down by your previous good luck in drawing strong cards, he may leap at the chance to abandon the deal.

As dealer, after your opponent passes, use the *schmeiss* as a straightforward device to deprive him of the chance to name a new trump. The typical hand for this *schmeiss* is too weak for a regular take—say about a 30-point prospect—but is better prepared to accept the turned suit than another.

Much the same considerations apply to non-dealer, after two passes. *Schmeiss* in this position to avoid letting dealer name his own trump, if you have a borderline hand for a make of your own. Or, *schmeiss* occasionally as an outright bluff in a desperate situation.

Do not count on the draw (the three extra cards) to furnish you specific high cards; your opponent has as good a chance to improve as you. If you do not start off with at least three cards that count 10 or more, keep on passing unless you choose to *schmeiss* as a bluff. But the draw has good prospect of giving you an extra card in any named suit. Therefore do not hesitate to value the blank *menel* or a blank ten as you would a guarded card. Even if you do not draw a guard, the *menel* or ten may still be high in its suit.

BELOTTE

The popular French game of Belotte is a two-hand game almost identical in its mechanics with Klüberjass. There are these differences: The highest-ranking melds are four of a kind, counting 200 for four jacks and 100 for four nines, aces, tens, kings or queens, the groups ranking in that order. A five-card sequence is worth 50, a four-card sequence 40, a three-card sequence 20. The player having the highest-ranking group scores all groups in his hand; the player having the highest-ranking sequence scores all sequences in his hand. Thus, both players may score for melds, each in a different classification. If the maker does not score more points than his opponent, he loses his own points but the opponent does not score the combined totals of both players. The bid equivalent to schmeiss is called *valse* (waltz).

CLABBER

This is a game similar to Klüberjass and Belotte, playable by two, three or four. Pairs may play as partners. In a three-hand game, nine cards are dealt to each player; in a four-hand game, eight cards, dealer's last card being turned for trump.

Each player in turn, beginning with eldest hand, may either accept the first trump or pass; if all pass in the first round, each player in turn has the right to name the trump suit. The bid of schmeiss is not used. If all players pass twice each, there is a new deal. If any player names a trump, he becomes the maker and must outscore the other players combined (or, in a partnership game, his side must outscore the other side). The player at dealer's left always leads to the next trick.

ALSÓS

Alsós is a popular Hungarian game, almost identical with Klüberjass, but more often played by three than by two. Almost all the Klüberjass rules apply: The 32-card pack is used; the deal is six cards to each player, after which a trump card and the bottom card are turned. In the first round of bidding, each player in turn may accept the turned trump or pass. If all pass, three more cards are dealt to each. On the second round of bidding, each may bid or pass, and the rank in bidding is no trump (high), clubs, hearts, diamonds, spades; a previous bid to name the trump may thus be overcalled.

Sequences score 20 for three cards, 50 for four cards, 100 for five or more cards. Four of a kind count 80, and the rank is J, 9, A, 10, K, Q, 8, 7 in the trump suit, A, 10, K, Q, J, 9, 8, 7 at no trump, this being the rank of cards in trump and plain suits respectively. Bela (K-Q of trump) scores as played. These combinations are claimed and scored as in Klüberjass.

The bidder may increase his score by selecting any of the following "games" or declarations:

Cassa—to win the game (majority of points) including a bela; also called *bela cassa*.

Tous les trois (all three)—to win J 9 7 of trumps.

Csalad (the family)—to win A K Q of trumps.

All the trumps—to win A K Q J 10 9 of trumps.

Forty-four—to win all four aces.

Ultimo—to win the last trick with the trump 7.

Absolute—to win 82 points at a trump, 62 at no trump.

One hundred—to win 100 points at a trump, 80 at no trump.

Two hundred—to win 200 at a trump, 180 at no trump (but melds may be included).

Uhu—to win the next-to-last trick with the ♦ A (or, if diamonds are trumps, with the ♥ A).

Volat—to win all nine tricks.

Bettli—to win no trick.

An opponent of the bidder may double his declaration.

The count of cards won in tricks, and the rules of play, are as in Klaberjass.

Felsos. Alsós is "the jack game", so called because the alsó, in Hungarian, is the jack, and the jack is the highest card. Felsös for the same reason is "the queen game", otherwise similar to Alsós.

Kalabrias, the name by which Klaberjass is often erroneously called, is an ancestor of Alsós (and perhaps of Klaberjass), but is a game for three active players. Usually there are four players at the table. Kalaber is a two-hand form of this game. Both have been supplanted by Alsós.

·♣ PINOCHLE ♠·

THERE are several games called Pinochle, and several related games not bearing its name. All these games are usually grouped in games literature as "the Bézique family", but only the Pinochle division of this family is widely popular in the United States. The principal forms of Pinochle are for two, three, and four players. The essential characteristics are: use of a 48-card pack; rank of the ten-spot next below the ace and above the king; a primary object of melding (German: announcing) certain combinations of cards whose point-values are the same in all forms of the game; an object in play of winning counting cards in tricks.

History. Little is known of the history of any basic card game; less is known of the history of Pinochle than of most, and the etymology of its name is among the most doubtful. By various spellings—Pea-knuckle, Binocle, Pinocle, Penuchle—it has appeared in games books since about 1864. Legends about its origin are many but untrustworthy; one of the most persistent makes it a German game, but it is unknown there. Two-hand Pinochle is virtually Bézique by a different name; Three-hand Auction Pinochle was almost surely constructed in the United States, by Central European immigrants, German- or Yiddish-speaking, as a medley of Pinochle, Tarok, and Skat. Partnership Pinochle grew out of one or the other or both, and the outstanding thing about this variant is the manner in which it has become one of the most popular family games of rural America, especially in the mid-West.

The laws of the Pinochle games, on the following pages, are copyright 1949 and are reprinted by permission.

LAWS OF TWO-HAND PINOCHLE

(48-card Pack)*

The pack. 1. 48 cards, two each of A, K, Q, J, 10 and 9 in each of four suits, spades, hearts, diamonds and clubs.

Rank of cards. 2. A (high), 10, K, Q, J, 9.

The draw. 3. Each player lifts a portion of the pack, taking no more than half the cards remaining. Each then shows the bottom card of the portion he cut. Lower card determines the first dealer.

The shuffle and cut. 4. Both players may shuffle, dealer having the the right to shuffle last. Non-dealer cuts pack by lifting off no fewer than

* These laws also apply to the game with the 64-card pack, with the exceptions noted on page 293.

five nor more than forty-three cards. Dealer closes the cut by placing the remainder of the pack on top of the portion cut by non-dealer.

The deal. 5. The winner of each hand deals the next, if each hand is played as a separate game. When the game of 1,000 points is played, the deal alternates. Dealer gives twelve cards to each player, three at a time, beginning with his opponent.

The trump card and stock. 6. Dealer turns up the twenty-fifth card of the pack (next card after completing the deal) as the trump card. Every other card of same suit as the trump card is also a trump during that hand.

The undealt balance of the pack is left face down on the table, becoming the stock. The trump card is placed face up partly underneath the stock. If the trump card is a nine, dealer scores 10 immediately.

First lead. 7. The first lead is made by non-dealer.

Objects of the play. 8. The objects of the play are to score points by melding, by winning cards that count in tricks, and by taking last trick.

Early play. 9. The period from the first lead until the lead to the thirteenth trick is called early play. During this period, the following rules apply:

The card led, and the card then played by opponent of the leader, constitute a trick. Both the leader and opponent may play any cards they wish. There is no obligation to follow suit or to trump. A trick containing a trump is won by the higher trump; one containing no trump is won by the higher card of the suit led. If two cards identical in suit and rank are played to the same trick, the leader wins it. Each player gathers the tricks won by himself, and the winner of a trick leads to the next.

After a trick is won, and before the next lead, the winner draws the top card of the stock, and his opponent draws the next. Each hand is thus restored to twelve cards before the next lead.

Melds. 10. Any of the following combinations melded during the early play scores as indicated.

SEQUENCES	
A-K-Q-J-10 of trumps (flush)	150
K-Q of trumps (royal marriage)	40
K-Q of any other suit (marriage)	20
GROUPS	
♠A—♥A—♦A—♣A (100 aces)	100
♠K—♥K—♦K—♣K (80 kings)	80
♠Q—♥Q—♦Q—♣Q (60 queens)	60
♠J—♥J—♦J—♣J (40 jacks)	40
SPECIAL	
♠Q—♦J (pinochle)	40
9 of trumps (dix, pronounced deece)	10

Restrictions on melding. 11. (a) A player may meld only after having won a trick, and before drawing from the stock.

(b) A dix may be exchanged for the trump card, scoring also 10 as a

meld. This exchange, or the meld of the second dix, may be made at the same time as another meld.

(c) With exception of the dix, a player may in one turn meld only one of the combinations listed in Section 10. Double combinations, such as double pinochle, are barred, but may be melded on two different turns as two melds.

(d) All melded cards must be left face up on the table until the end of the early play, or until played.

(e) For each additional meld, at least one card must be taken from the hand and placed on the table.

(f) A card already on the table may be used as part of a new meld under a different heading. A royal marriage on the table may be used as part of a flush by addition of A-10-J, but if all five cards are melded at once they score only for flush, not for marriage in addition. In all other cases, no card on the table may be used in another meld under the same heading. Duplicate melds require complete duplication of cards.

(g) If the addition of cards from the hand completes more than one additional meld, only one of them may be counted.*

(h) Cards on the table are still part of the player's hand and may be played at any time.

Later play. 12. The winner of the twelfth trick must expose the card he draws from the stock. His opponent then takes the last card (the trump card or the dix exchanged for it). Each player picks up from the table all cards remaining from his melds. The ensuing period, from the lead to the thirteenth trick to the final trick, is called later play. During this period the following rules obtain:

The leader may lead any card. His opponent must follow suit if able, and if the lead is a trump he must win if able. If void of the suit led, opponent must play a trump if able. If two cards identical in suit and rank are played to the same trick, the leader wins it. Otherwise, the trick is won by the higher trump, or, if the trick contains no trump, by the higher card of the suit led. The winner of a trick leads to the next.

Scoring. 13. At the end of play, each player counts the points he has won in tricks† as follows:

Each ace	11
Each ten	10
Each king	4
Each queen	3
Each jack	2
Last trick	10

* For example, with 80 kings and 40 jacks on the table, addition of the ♠Q scores for pinochle but not for the marriage also. Another example: with three marriages in different suits on the table, addition of a marriage in the fourth suit would complete a "round trip"—kings, queens, and marriage. But only one score can be claimed; it would therefore be foolish to meld the marriage. The king should be melded alone for score of 80, and later the queen for score of 60, if opportunity offers.

† In practice it is customary for the winner of last trick alone to count, his opponent being credited with the difference from 250.

Nines have no scoring value when won in tricks.

The total of points won in tricks is taken to the higher ten when the final digit is 7, 8 or 9, and to the lower ten when it is less; the total for both players together therefore may be 250 or 240.

Each player's score for the deal is the points won in tricks plus the points scored by melding.

The game. 14. The player who first reaches a total of 1,000 points, his opponent having less than 1,000, wins a game. If both reach 1,000 in the same deal, game becomes 1,250; and if both reach 1,250 in the same deal, game becomes 1,500; and so on by increments of 250.

(*Alternative method:* Each deal may be treated as a separate game; see page 292.)

Declaring out. 15. A player may at any time declare out, that is, claim that he has reached a total required to win a game. Play then ceases, and if the claim is found to be correct, the claimant wins the game even though his opponent is found to have more points. If the claim is incorrect, the claimant loses the game forthwith.

Irregularities. 16. *Exposed cards.* If dealer exposes a card going to himself, he must accept it; neither player may demand a new deal.

If dealer exposes a card going to his opponent, the latter may accept it or may demand a new deal by the same dealer.

If more than one card of the stock is exposed in turning the trump card, all are shuffled in the stock and opponent of dealer then cuts a card to be the trump card.

If after play has begun a card is found faced in the stock, the stock except for the trump card is shuffled and play continues.

There is no penalty for a player's exposure of any card belonging to his hand.

17. *Wrong number of cards.* If the wrong number of cards is dealt to either hand, either player may demand a new deal by the same dealer before playing to the first trick. In all other cases, play continues and the error is rectified as below.

If, after play has begun, a player is found to have too many or too few cards, he must draw a sufficient number of cards from the stock, or omit drawing any card a sufficient number of turns, to restore his hand to twelve cards. During the time that his hand is incorrect he may not meld. (If each deal is treated as a separate game, a player whose hand is incorrect, and who has played any card, loses the game forthwith.)

18. *Stock incorrect.* If at any time it is found that the number of cards in the stock is odd when it should be even, both hands being correct, and the pack being correct, play continues. When only two cards remain in the stock, the player whose turn it is to draw may elect to take the trump card or the other. If he takes the trump card, the other is then exposed. The rejected card is in either case dead and does not count for either player.

19. *Incorrect draw.* If a player draws from the stock out of turn, his opponent may let the draw stand, or may appropriate the card incorrectly drawn and require the offender to expose the card he then draws.

If a player draws more than one card at a turn, the cards illegally drawn must be exposed and then replaced on top of the stock.

20. *Lead out of turn.* If a player leads out of turn, his opponent may allow the lead to stand as regular or may require it to be withdrawn without penalty.

21. *Revoke.* A player revokes if in the later play he fails, when able, to follow suit to a lead, to trump, or to win a trump lead. A player may correct a revoke before he has played to the next trick, and if his opponent has led to the next trick, such lead may be retracted after correction of the revoke.

If a revoke stands uncorrected, the offender may score nothing for points taken in tricks in that deal, but play continues to determine his opponent's score. (If each deal is treated as a separate game, a player who revokes and fails to make correction loses the game forthwith.)

22. *Error in scoring.* An error in entering a score, or in announcing the value of a meld, must be corrected on demand of either player if he has not played to the next trick; otherwise the score stands as recorded.

VARIATIONS IN LAWS

Any one of the following customs will be found prevalent in some localities or among some players.

Special melds. Many players count 300 for double pinochle (two jacks of diamonds and two queens of spades) if melded at the same time. Some count 80 for the meld "grand pinochle" (♠K-Q ♦J) if melded at the same time, whether or not spades are trumps.

Game. Many play that each deal is a separate game. The winner of each hand then deals the next. Some play that the game counts double when spades are trumps. A revoke, or having too many cards (after the holder has made any play), loses the game forthwith.

Declaring out. Many play that a claim to be out must be consummated by thereafter winning a trick; some play that the trick must be won on a lead from the claimant's own hand. In either case, the opponent may likewise declare himself out before the prior claim is consummated, in which case the winner will be whichever first wins the trick as required. If neither does so, and both have passed the game mark at the end of the play, the game continues for the next-higher score in accordance with paragraph 14 of the laws.

Doubling. When each deal is a separate game, doubling may be played, as in Backgammon (page 42): A player may double after winning a trick and drawing, but before leading to the next trick; his opponent may resign the game at its current value, or accept and play on at doubled value. A double may be proposed only by a player who did not double last in that deal.

POINTERS ON TWO-HAND PINOCHLE

It is desirable except in unusual circumstances to play for melds rather than to win counting cards during the early play. The score by melds

does not necessarily run materially higher than the score by cards, but it is far more influenced by choice of plays. While several draws from the stock remain, one should hold on to cards that may be built into melds by fortunate draws from the stock.

During this period, it is better to let tricks go by, throwing worthless cards on them—even when by winning the trick the opponent can meld—than to win tricks with cards that may become melds. However, 40 jacks is a meld hardly worth saving for; the trump jack and diamond jack should be saved, and the others may be tossed on the opponent's leads when one is pressed for a play. A plain-suit ten may always be used to win a trick, but often should be saved until a meld is ready. Marriages of plain suits should be melded as soon as possible, to make the cards in them available for play (unless there seems to be hope of making 60 queens or 80 kings).

The odds are about 5 to 1 against getting a particular card in three draws; about 3 to 1 against getting it in four draws; assuming you do not hold and have not seen the duplicate of that card.

In leading, a long plain suit is most likely to embarrass the opponent, after it has been led two or three times. The ten of a plain suit is a lead very likely to win the trick, since the opponent will seldom sacrifice a trump or the chance for 100 aces to win it. This lead becomes futile when the opponent has melded 100 aces, for then he can put an ace to no better use than to win a ten.

It is well to hold trumps as long as possible, to build up a strong hand for the later play, especially with the purpose of winning last trick. Toward the end of the early play, however, it will be necessary to lead one or several trumps if there is danger that the opponent has made a flush. Seldom will any other lead surely prevent his winning the trick and melding his flush.

Every melding occasion calls for a review of the number of melding opportunities that will remain; ordinarily the less valuable melds should be made first, but not if there is danger that the higher melds will be lost thereby (as, a trump marriage for 40 points should not be melded separately if the A-J-10 are also held and the chance to meld them may be lost if delayed).

In the later play it is advantageous to know all one's opponent's cards, and experienced players remember them nearly ever time. The play, usually, is for last trick; the hand with the longer trumps should conserve them, forcing the opponent to trump plain-suit leads, unless analysis indicates that last can be won even if the opponent's trumps are drawn.

64-CARD PINOCHLE, OR GOULASH

Two-hand Pinochle is often played with a 64-card pack, duplicates of the ace to the seven in each of the four suits. (In New York this game is often called Goulash because it is played with two Klüberjass packs shuffled together "in a goulash".) The rules of play are precisely as in 48-card Two-hand Pinochle, except: Each player's hand consists of

sixteen cards, dealt four at a time. The seven of trumps is the *dix*, counting 10 points and being exchangeable for the trump card; the nine of trumps has no scoring or melding value. Game is usually set at 1,500 because scoring opportunities are greater, though the count by cards is still 250 points per deal, the nines, eights and sevens having no count; but there are more cards in the hand with which to form melds, and more rounds of play in which to make them.

THREE-HAND PINOCHLE

Three may play the game described as Two-hand Pinochle on page 293. The 48-card pack is used, each player is dealt twelve cards, and eldest hand (player at the left of the dealer) has the first play. Each trick consists of three cards, one from each player; only the winner of the trick may meld. There are only twelve cards in the stock, including the trump card (or *dix*), so melding opportunities are few, and 500 points makes a better game than 1,000. (When this game is played with the 64-card pack, the last card of the stock—that is, the trump card or *dix* exchanged for it—is not drawn but becomes a dead card.)

AUCTION PINOCHLE

In the principal three-hand form of Pinochle, only forty-five of the forty-eight cards are dealt to the players, fifteen to each, leaving a three-card widow. Players bid for the widow and the right to name the trump. In the East, the game is usually played by four players, the dealer sitting out each time; each deal constitutes a separate game, settlement being made immediately, usually in chips. In the West, only three play, all being active on each deal, and a game consists of 1,000 points. The eastern form of the game is described first.

LAWS OF AUCTION PINOCHLE

Definitions. The following terms are defined in the laws: active, inactive, Sec. 7; *bete*—single *bete*, Sec. 13; double *bete*, Sec. 21 (d); Bidder, Sec. 9; contract, Sec. 9; made contract, Sec. 21; opponent, Sec. 9; play over, Sec. 17; trick, Sec. 17; turn, Sec. 7; widow, Sec. 8.

Number of players. 1. The game of Auction Pinochle is played by three, four, or five players, of whom only three are active players at any one time.

The pack. 2. 48 cards, two each of A, K, Q, J, 10 and 9 in each of four suits, spades, hearts, diamonds and clubs.

Rank of cards. 3. A (high), 10, K, Q, J, 9.

The draw. 4. Each player lifts a portion of the pack, taking no more than half the cards remaining. The last player to cut must leave the bottom card on the table. When all have cut, each shows the bottom

card of the portion he cut. Lowest card determines the first dealer, next-lowest sits at dealer's left, and so on. If two players draw cards of equal rank they cut again.

The shuffle. 5. Dealer shuffles the pack and places it on the table, face down, at his right.

The cut. 6. The player at dealer's right lifts no fewer than five nor more than forty-three cards from the top of the pack. Dealer picks up the remainder of the pack. The player who cut then places his portion face down on the table and dealer places his portion on top of it completing the cut.

Order of the game. 7. Each player's turn, in dealing, bidding and playing, comes to him in rotation, which is to the left. There are three active players, who receive cards in the deal. When there are four players, dealer receives no cards; when there are five players, dealer and the player second from his left receive no cards. These players are inactive and may give neither advice nor information to the active players.

The deal. 8. Dealer deals three cards to each active player in turn, beginning with the player at his left; then deals three cards to the centre of the table; then deals the remaining cards three at a time* to each active player in turn until each has fifteen cards. All cards are dealt face down. The three cards dealt to the centre are termed the widow.

Bidding. 9. Each active player in turn, beginning with the player at dealer's left, must make a bid or must pass. A bid is expressed in points only, in multiples of 10 points. The player at dealer's left must bid 300† or more. Each successive bid must be higher than the last preceding bid. Having passed, a player may not thereafter bid. When two players have passed the auction is closed. The highest bid becomes the contract. The player who made the highest bid becomes the Bidder. The other two players jointly are the Bidder's opponents.

Looking at the widow. 10. (a) If the contract is 300, the Bidder may decline to expose the widow, and pay a forfeit to the kitty. The forfeit is the amount he would pay to one opponent upon conceding a single bet at a 300 bid (Section 21 (c)). The deal then passes to the next player in turn.

(b) In any other case, the Bidder then turns the three cards of the widow so that all players may see them, after which he takes them into his hand.

Melding. 11. Only the Bidder may meld. Melding consists in announcing or showing certain combinations of cards which have value in points. At the request of any player, Bidder must show his melds. The following combinations have values as melds:

* It is customary, and equally proper, for the dealer to deal the cards 4-4-4-3, 4-4-4, 4-4-4, 3-3-3; or 3-3-3-1, 3-3-3-1, 3-3-3-1, 3-3-3, 3-3-3.

† See also optional laws, page 301. Some permit bids of 250, or of 200.

SEQUENCES

A-K-Q-J-10 of trumps (flush)	150
K-Q of trumps (royal marriage)	40
K-Q of any other suit (marriage)	20

GROUPS

♠A—♥A—♦A—♣A (100 aces)	100
♠K—♥K—♦K—♣K [80 kings)	80
♠Q—♥Q—♦Q—♣Q (60 queens)	60
♠J—♥J—♦J—♣J (40 jacks)	40

SPECIAL

♠Q—♦J (pinochle)	40
9 of trumps (dix, pronounced deece)	10

A card which is part of a meld under one heading may be counted as part of a meld under another heading but may not be counted as part of another meld under the same heading.

Burying. 12. After melding, and preferably before picking up any cards he shows upon the table, the Bidder must bury, or lay away, face down, any three cards which he has not melded,* to reduce the number of the cards in his hand to fifteen. The cards laid away will count to the credit of Bidder after the cards are played.

Concession. 13. (a) The Bidder may concede defeat (single bete after looking at the widow but before leading a card. A concession offered by the Bidder may not be withdrawn if either opponent has thereafter exposed any card or if both opponents have discarded their hands.

(b) Either opponent may propose that the Bidder's contract be conceded to him, and if the other opponent agrees the contract is made; but the other opponent may decline to concede.

First lead. 14. The Bidder always leads to the first trick. He may lead any card.

Announcement of trump. 15. Before leading to the first trick the Bidder must name the suit which will be trump. The Bidder may change his meld, the cards he buries and the trump suit as often as he wishes before he leads to the first trick, but not thereafter. If the Bidder names the trump and both opponents concede, he may not then change the trump.

Objects of play. 16. The objects of play are to win tricks containing cards which have scoring values; and to win the last trick. The scoring values of cards taken in tricks won,† and of the last trick, are:

* If any of these cards is a trump, it is not necessary to announce that fact.

† Some players count aces and tens 10 each, kings and queens 5 each, jacks and nines 0. Other players count aces, tens and kings 10 each, queens, jacks and nines 0. In any case, including last trick, the total of points in play is 250.

Each ace	11
Each ten	10
Each king	4
Each queen	3
Each jack	2
Last trick	10

The nines have no scoring value when taken in tricks.

The play. 17. The card led to a trick and the two cards played in turn by the other two players constitute a trick. Any trick containing a trump is won by the highest trump. Any trick not containing a trump is won by the highest card of the suit led. Of two cards of identical suit and rank played to the same trick, the one played first is the higher. The winner of each trick leads to the next, and may lead any card.

Each player must follow suit to the card if able. If void of the suit led, he must play a trump if able. If able neither to follow suit nor to trump, he may play any card.

If the card led is a trump, each player must, if able, play a higher trump than any previously played to the trick. This is called playing over. (He need not overtrump in playing to a plain-suit lead that the player before him has trumped.)

Result of play. 18. The Bidder gathers all tricks he wins into a pile, face down, at the bottom of which are the cards he buried. Either opponent similarly gathers in all tricks won by his side. When the last trick has been completed the two sides ascertain and agree on the number of points they have respectively taken in.

Means of settlement. 19. Settlement may be made with chips at the end of the play of each deal, or a score may be kept of the respective points won and lost by the players in the game.

The kitty. 20. A separate score, or a separate pile of chips, is maintained for an imaginary extra player called the kitty, who solely receives payment when a bid of 300 is conceded without exposure of the widow, who receives payment the same as an opponent when the contract is *bete*, and who pays the same as an opponent when the contract is 350 or more.* The kitty is the joint property of all players in the game. If the kitty has a deficit, they must supply it equally. When the game ends, or when a player leaves the game, each player takes his proportionate share of the kitty.

Settlement. 21. (a) In settlement, the Bidder pays to or collects from every other player, active or inactive and including the kitty as provided in section 20.

(b) If the point value of the Bidder's melds plus the points he wins in play equal or exceed the amount of his bid, or if the opponents concede, the Bidder's contract is made and he collects from each other player:

* See also optional schedules, Sections 44-45 and page 302.

UNITS (OR CHIPS)*

BID	BASIC VALUE	VALUE IF SPADES ARE TRUMP
300-340	3	6
350-390	5	10
400-440	10	20
450-490	15	30
500-540	20	40
550-590	25	50
600-640	30	60
650 or more	35	70

(c) If the Bidder conceded after looking at the widow but before leading to the first trick, he pays to each other player the basic unit value of his bid, regardless of what suit he named as trump.

(d) If the Bidder led to the first trick and the sum of the point values of his melds plus his tricks do not at least equal the amount of his bid, the Bidder is double bete and pays to each other player: twice the basic unit value if spades were not trump; four times the basic unit value if spades were trump.

Scoring. 22. (a) When chips are used, each player pays or collects the value of his contract at its determination.

(b) When a score is kept, each player has added to his score any units he has won in each deal, and has subtracted from his score any units he has lost in each deal. One player is designated as scorekeeper, but every player is equally responsible for the correctness of the score. The totals of those players who are plus must equal the totals of those players who are minus at the end of every deal.

Irregularities. 23. *Misdeal.* There must be a new deal by the same dealer:

(a) If the pack was not properly shuffled or was not cut, and if a player calls attention to the fact before the widow has been dealt;

(b) If, in dealing, the dealer exposes more than one card of any player's hand;

(c) If any card of the widow is exposed in dealing;

(d) If at any time before the cards are shuffled for the next deal the pack is found to be incorrect (that is, not precisely as defined in Section 2). Scores made with the same pack in previous deals are not affected.

24. *Exposure of the widow.* (a) If a player sees a card in the widow before the auction closes, he may not make another bid.

(b) If at any time before the auction closes a player handles the widow and in so doing exposes a card, there must be a new deal by the next dealer in turn, and (penalty) the offender must pay to each other player, including the kitty and every inactive player, the unit value of the highest bid last made prior to his offence.

25. *Incorrect hand.* If any player has too few cards and another player, or the widow, has too many:

* See also optional schedules, Sections 44-45 and page 302.

(a) If it is discovered before the widow has been properly exposed by the Bidder, the hand with too few cards draws the excess, face down, from the player or widow having too many.

(b) If it is discovered at any time after the widow has been properly exposed by the Bidder, and if the Bidder's hand contains the correct number of cards, the Bidder's contract is made; if the Bidder's hand contains an incorrect number of cards, he is single or double bete, depending on whether or not he has led to the first trick.

(c) If the widow has two few cards, there must be another deal by the same dealer.

26. *Illegal card exposure.* If a player drops, or names, or otherwise exposes his possession of any card, except in leading or playing it:

(a) If the player is or becomes the Bidder, there is no penalty.

(b) If that player is or becomes an opponent (penalty) on the first lead or play at which he could legally play that card the Bidder may either require or forbid him to play it.

27. *Exposure of more than one card.* If the opponents of the Bidder, or either of them, expose more than one card after the first lead has been made, the Bidder's contract is made.

28. *Bid out of turn.* A bid out of turn is void without penalty; but the other two players (or either of them, if the other has passed) may treat it as a correct bid by bidding or passing over it.

29. *Insufficient bid.* If a bid out of turn is not high enough to overcall the last preceding bid:

(a) If the offender has previously passed, the bid is void without penalty.

(b) If the offender has not previously passed, he is deemed to have passed; but the other two players (or either of them, if the other has passed) may treat it as a correct bid by bidding or passing over it.

30. *Impossible bid.* If a player bids less than 300, more than 650,* or any figure not expressed in multiples of 10 points, his bid is void.

31. *Played card.* A card is played when its holder places it upon the table with apparent intent to play, or when he names it as the one he intends to play. A card once played may not be withdrawn, except to correct an irregularity when permitted by these laws.

32. *Improper burying.* If, after the Bidder leads, it is ascertained that he buried a card he melded, or buried too many or too few cards and as a result has an incorrect number of cards in his hand,† he is double bete.

33. *Information as to the auction and meld.* (a) Until an opponent has played to the first trick, the opponents may ask or state the number and nature of the cards melded by the Bidder, the point value of the meld, the amount of the bid and the number of points the Bidder needs to win in cards.

* While it is possible to fulfil a higher contract than 670 no such bid is logically possible in practice.

† See Section 25 (b).

(b) After either opponent has played to the first trick, any player may ask what the trump suit is; but if any opponent names the trump suit except in response to such a question, or if an opponent asks or gives any information as to the amount of the bid, the nature or value of the meld, or the number of points either side has taken or needs, play ceases and the Bidder's contract is made.

(c) A player has no redress if he acts on incorrect information given in response to a question, or if he does not know what suit is trump.

34. *Looking at turned card.* (a) The Bidder may turn and look at the cards he buries, at any time before he leads or plays to the second trick. If he does so thereafter, he is double bete.

(b) Any player may turn and look at a trick until his side has played to the next trick. If the Bidder turns and looks at a trick thereafter, he is double bete; if an opponent does so, the contract is made.

35. *Trick appropriated in error.* A trick taken in by the side not winning it may be claimed and must be restored at any time before it is covered by cards taken in on a subsequent trick; unless so claimed and restored it remains the property of the side that took it in.

36. *Reneges.* A player reneges, if, when able to play as required by law, he:

- (a) fails to follow suit;
- (b) fails to play over on the lead of a trump;
- (c) fails to play a trump when he has no card of the suit led;
- (d) fails to play an exposed card when directed by Bidder to play it.

The Bidder may correct a renege at any time before he has led or played to the next trick; there is no penalty. An opponent may correct a renege at any time before he or his partner has led or played to the next trick; play continues and if the Bidder does not make his contract the deal is void and he neither pays nor collects. A player may withdraw a card played after an opponent's renege and before it was corrected.

Unless a renege is corrected in time, play ceases and if the offender is the Bidder, he is double bete; if he is an opponent, the contract is made.

If both sides renege, the penalty applies to the offence to which attention is first called; if attention to both renegees is drawn simultaneously, the penalty applies to the offence which was committed first.

37. *Lead out of turn.* (a) If the Bidder leads when it was an opponent's turn to lead, there is no penalty; the opponent whose lead it was may choose to treat the lead as a correct one, or may require that the card be withdrawn unless either opponent has played to it.

(b) If an opponent leads when it is not his turn to lead, the offence is treated as a renege under Section 36.

38. *Claim or concession.* If at any time after the first lead is made:

(a) The Bidder concedes that he is bete, or an opponent exposes or throws in his cards or expressly concedes that the contract is made, play ceases and the concession is binding.

(b) An opponent suggests concession, as by saying to his partner, "Shall we give it to him?", the concession is not valid and play must continue unless said partner agrees.

(c) The Bidder claims that the contract is made, or an opponent claims that the Bidder is *bete*, play ceases and all unplayed cards are taken by the side which did not make the claim.

39. *Error in count of meld.* (a) If, after the Bidder leads to the first trick, he is found to lack a card essential to a meld he announced but did not show, he is double *bete*.

(b) If an incorrect point value was agreed upon for the Bidder's meld, correction may be made at any time before settlement is completed.

40. *Error in settlement.* (a) Chips paid and collected as a result of an erroneous agreement on the result of a bid, or on its unit value, are not returned.

(b) A score entered by a scorekeeper based on an erroneous agreement by all active players as to the result of a bid, or its unit value, may not be corrected after the cards have been mixed for the next shuffle.

(c) A score incorrectly entered by the scorekeeper—that is, not entered in accordance with the agreed result or value of the bid—may be corrected whenever it is discovered.

41. *Condonement.* (a) A lead or play out of turn stands without penalty if an opposing player plays to it before the irregularity is called.

(b) A card improperly exposed is subject to penalty if the offender is allowed to replace it in his hand with protest from an opponent.

(c) An irregularity by the Bidder is not subject to penalty if an inactive player is first to call attention to it.

(d) The opponents may consult only as to concession of contract. If they consult on any other matter, or give illegal information as to their hands or possible lines of play, the contract is made.

Optional laws. The following variants do not conflict with the spirit of the game and any of them may be adopted by agreement.

42. The compulsory first bid by the player at dealer's left may be set at 200, or at 250, instead of at 300. Sections 9, 10(a) and 30 must then be revised accordingly; the basic unit value of a bid of 200-240 is 1, and of 250-290 is 2.

43. The compulsory first bid may be omitted entirely, so that all three players may pass in the first round. Sections 9, 10 and 30 must then be revised accordingly.

44. *Alternate Section 20.* The kitty collects singly on contracts below 350, and pays or collects twice (or four times, if agreed) the basic value of the contract at 350 or more; these payments do not vary, no matter what suit is trump and no matter whether a *bete* is single or double.

45. *Alternate Section 21 (a).* Some players prefer to settle on the following or a similar schedule:*

* There are several other methods of settlement in use. In many, a bid of 450 to 490 pays 20 if not in spades, 40 if in spades; a bid of 500 to 540 pays 40 if not in spades, 80 if in spades, etc., doubling each time a higher series of 50 points is reached; but this method tends to bring the value of an unusual score out of all proportion to the values that might be expected. In other games, the unit value of a bid is increased with every additional 10 points bid. In still other games where the basic value of 300 is 3, 350 is 7, 400 is 17, 450 is 27, 500 is 37, and so on.

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AUCTION PINOCHLE

BID	BASIC VALUE	VALUE IF SPADES ARE TRUMP	VALUE IF HEARTS ARE TRUMP
300-340	1	2	3
350-390	2	4	6
400-440	4	8	12
450-490	6	12	18
500-540	8	16	24
550-590	10	20	30
600-640	12	24	36
650	14	28	42

46. *Settling on the average.* When a score is kept with pencil and paper, settlement may be made "on the average". This is an especially good method when some players may have large "plus" scores and others may have "minus" scores, being in the hole, as it is often called.

In this method, you add up all of the plus scores, then subtract the total of all the minus scores, if any, then divide the result by all the players in the game. Each player pays any amount by which his score is less than the average, and collects any amount by which his score is more than the average. For illustration, see page 244.

VARIATIONS IN LAWS

Any of the following customs will be found prevalent in some localities or among some players.

Kitty. Some use the kitty as a jackpot pool in the old-fashioned tradition: It collects the same as a player when the Bidder is bete, and the entire pool goes to the first player to bid and make a bid of 400 or higher. In some games where this custom is followed, a 350 bid takes half the kitty.

290 or 320. In some games where the minimum bid is 250, the third bidder after two passes may bid 290, but not 250 to 280; or he may bid 320 or more, but not 300 or 310.

Bonus payments. "In the mitt" is an expression applying to 100 aces received in the deal; in some games a one-chip bonus is paid to a successful bidder for this holding. "Graduated aces" means that the bonus increases with the bid, being 1 chip at 300, 2 chips at 350, 3 chips at 400, and so on.

In various games, bonuses are paid to the Bidder for melding a round trip, for melding double pinochle, and—a sort of booby prize—for holding all eight nines. In the last case, the payment applies whether or not any nines were found in the widow.

In some games the Bidder collects double if he makes his contract without looking at the widow (which however is added to his tricks).

Playing over. In some games it is obligatory to play over in every suit, not only in trumps. It is not usual, in such games, to score spades double.

AUCTION PINOCHLE FOR 1,000 POINTS

(The club game)

The mechanics of Auction Pinochle as played in the Western clubs follows the description given on pages 294 *et seq.* except in the scoring, and except that there are seldom more than three players in the same game. There is no kitty.

The minimum bid is 100 (in some games it is fixed at 200) and the first player may pass if he wishes. When all three pass, there is a new deal by the next dealer in rotation.

Only the high bidder melds; he names the trump and leads first. If he makes his bid, he scores the exact amount bid; spades do not count double. If he does not make his bid, the amount bid is deducted from his score, so it is possible to have a minus score.

Each of the opponents gathers in his own tricks and scores independently for them. For this reason, every hand is played out, even though the Bidder may already have made, or lost, his contract.

The first player to reach 1,000 wins the game. The Bidder's points are counted first, so he wins if he and either or both opponents reach 1,000 on the same deal. If the two opponents reach 1,000 on the same deal, the points of eldest hand (player at the Bidder's left) are counted first.

Irregularities. The laws on pages 294 *et seq.* apply so far as they are applicable, but exceptions are necessary: If an opponent of the Bidder revokes, or leads out of turn, or exposes two cards, or has an incorrect hand, the bid is made and the offender may not score but the other opponent may. The Bidder may not condone any irregularity (such as a lead out of turn) that would otherwise give him his bid, unless the non-offending opponent also condones it. In the case of any such irregularity play continues to determine the score of the other opponent.

Ethics. Each player is expected to play to his own best advantage, but where there is choice of plays an opponent of the Bidder is expected to play first to defeat the contract. An opponent may, however, permit the Bidder to make a bid that will not give him game, if an alternative play might give the other opponent game.

AUCTION PINOCHLE FOR 1,000 POINTS

(The home game)

Three play, as in the game described in the preceding paragraphs; but while the high bidder names the trump and leads first, each player melds what he can. The Bidder scores his meld whether or not he wins a trick (the cards he buries counting as his first trick); if an opponent fails to take a trick, his meld does not count. If the Bidder makes his bid, he scores everything he makes; he is not limited to the amount of his bid.

The Bidder's points are counted first; but if both his opponents reach 1,000 on the same hand, and the Bidder does not, game becomes 1,250, and in the same manner may be increased to 1,500, and 1,750, and so on.

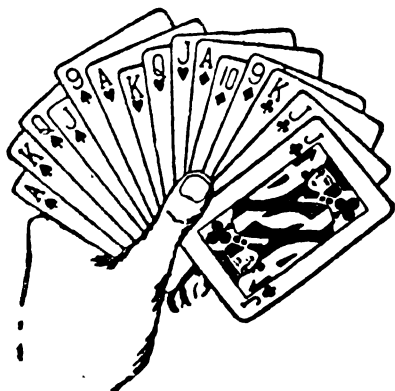
POINTERS ON AUCTION PINOCHLE

The following advice applies to Auction Pinochle as described on pages 294 *et seq.* When the game is played for 1,000 points, the strategy is in some respects different; but in general the following will be equally applicable to all forms of the game.

Bidding. Conservatism should be the keynote of bidding; the average player loses because he overbids. In general, expect the widow to add about 30 points playing strength to the value of a hand, but nothing to its melding value. In other words, bid the sum of the melds you actually have, plus the points you estimate you will win in the play, plus 30 points.

An exception is found when you have four or more "places open" to increase your meld; in that case the estimated melding value of the hand should include only the points that will be added by the least valuable card you may buy.

In estimating the playing value of a hand, in a suit of four or fewer cards every card except an ace should be counted as lost (a natural exception being made for solid holdings such as A-A-10); in a suit of five or six cards, four cards should be counted as lost, less any ace or A-10 held in the suit. It should be estimated that on your losing cards the opponents will pile every possible counting card. (This is an intentionally pessimistic approach to playing valuation, providing a safety factor for times when suits will break unexpectedly badly.)



As it stands, this hand melds 70. Buying the ♠10 will make it 180; the ♥10 or ♣A, 170; the ♦K or ♦J, 150. Therefore, estimated meld 150. Since the hand cannot be expected to win 150 points in play, it is not worth a bid where the minimum is 300. It is worth a minimum bid where the minimum is 250.

As between a reasonably sure bid at any level, and a merely probable bid at the next-higher level, the lower-level bid should be preferred. The higher-level bid may then be made if you are pushed to it; and the opponents will be wary of competitive bidding against you when they learn that you often have something in reserve.

AUCTION PINOCHLE

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Percentages. Following are the chances of finding a given card in a three-card widow dealt from the 48-card Pinochle pack.

PLACES OPEN	CHANCES	APPROXIMATE ODDS
1	961 out of 5,456	4-1 against
2	1,802 out of 5,456	2-1 against
3	2,531 out of 5,456	even
4	3,156 out of 5,456	3-2 for
5	3,685 out of 5,456	2-1 for

When you already have one card of the suit and rank desired, the chance of finding the card is only half as great as shown in the table. For example, if you have ♠ Q Q ♦ J, the odds are 10 to 1 against making double pinochle.

Following are the suit-breaks you may expect in your long suits:

YOU HOLD IN SUIT	OPPONENTS HOLD	OPPONENTS' CARDS WILL BE DIVIDED	
10 cards	2 cards	1-1	52%
		2-0	48%
9 cards	3 cards	2-1	78%
		3-0	22%
8 cards	4 cards	3-1	50%
		2-2	40%
		4-0	10%
7 cards	5 cards	3-2	67%
		4-1	29%
		5-0	4%
6 cards	6 cards	4-2	48%
		3-3	34%
		5-1	15%
		6-0	3%
5 cards	7 cards	4-3	61%
		5-2	31%
		6-1	7%
		7-0	less than 1%
4 cards	8 cards	5-3	47%
		4-4	32%
		6-2	18%
		7-1	3%
		8-0	less than 1%

It should be noted that when the opponents hold an odd number of cards, the most even possible division is most probable; when they hold an even number of cards, the next most even division is most probable, except when they have only two cards of the suit.

Conclusions drawn from this table should always be modified by information derived from the bidding. High opposing bids, if not justified by melding strength known to be outstanding, are usually

based on playing strength; playing strength usually means long suits; long suits in one opposing hand warn of bad suit-breaks.

Burying. The Bidder should usually bury such cards as will (a) give him as much of a two-suited hand as possible, (b) void at least one of the other suits, and shorten both as much as is permitted by the melded cards that must be held, (c) score safely in the discard any ten or other scoring card that is likely to be lost if held.

Occasionally it is necessary to retain a loser that might be buried; this happens when the Bidder's hand is deficient in trump length and he has some such holding as A-10-9 in a side suit. To bury both ten and nine would leave him with a blank ace, which *i.e.* would have to cash at once to avoid having it dropped by a lead of the opposing ace. The opponents could then force him to trump leads of the suit. By retaining A-9 and burying only the ten, he can defer to at least the third round of the suit any necessity for trumping. This may lose a few points in the play but make up for it by saving the last trick. In a desperate case, the entire A-10-9 suit may be held in the hand; if the left-hand opponent can be induced to lead the suit, both the ace and ten will win tricks. This expedient, however, is more a stratagem than sound technique, for if the opponents play perfectly (which should usually be assumed) both the ten and the nine will be lost to them.

Play. The object of the Bidder's play is usually to maintain his control (usually, this means his trump length) so as to win the last trick. To this end he leads his longest side suit to force out the opponents' trumps without wasting his own. A second reason to force out opposing trumps in this manner is that an opponent cannot smear on his partner's winning trick if under the rules he must trump.

When a long side suit is led, the losing cards are led early if possible. All other things being equal, the play of a card that was melded is preferred to the play of a card that was not; the opponents know about the melded cards, and cannot be sure other cards were not buried.

The opponents' strategy is the converse of the Bidder's. They begin with the knowledge of what melded cards are in the Bidder's hand; they infer his long side suit and his shortest suit. Most often they lead the shortest suit at every opportunity, forcing out the Bidder's trumps. They play their low cards on the Bidder's tricks and smear their high ones on partner's tricks.

Certain conventions have grown out of the obvious advisability of some defensive plays. "An ace calls for an ace"—if the Bidder's left-hand opponent leads an ace, his partner is expected to play the other ace on the trick if he has it. A low lead into the Bidder calls for a low card—the leader's partner must trust that the leader has discovered the Bidder's void suit. The Bidder's right-hand opponent should usually lead a trump through a weak trump suit; his left-hand opponent should lead a trump only when the opponents control all other suits and the Bidder can gain most by trumping them.

Concession. Mathematically, it pays to play a spade hand (rather than concede) when there is at least a 50-50 chance of making it; it pays to

play any other hand unless the odds are 2 to 1 or more against making it. For example, if making a bid depends on finding four opposing trumps divided 2-2, the hand should be played even though the odds are 3 to 2 that it will not be made. In the long run it will be more profitable to collect singly twice and pay doubly three times than to pay singly five times. But when double betes pay a kitty as well as the other players, no hand should be played without approximately an even chance to make it, and a spade hand should not be played unless there is nearly a 2-to-1 chance that it will be made.

PARTNERSHIP PINOCHLE

'The Partnership Pinochle games are played by four, two against two as partners (and there are double-pack variants for six and eight players). Many minor variations on the rules are possible, and are practised sectionally; the influence of the Euchre and All Fours games has been felt in some of them. The rules of the basic game are given first; they are copyright 1919 and are reprinted by permission.

LAWS OF PARTNERSHIP PINOCHLE

Number of players. 1. The game of Partnership Pinochle is played by four players, in two partnerships.

The pack. 2. 48 cards, two each of A, K, Q, J, 10 and 9 in each of four suits, spades, hearts, diamonds and clubs.

Rank of cards. 3. A (high), 10, K, Q, J, 9.

The draw. 4. The pack is spread face down on the table and each player draws a card, but not one of the four cards at either end of the pack. The players drawing the two highest cards play as partners against the other two. If two players draw equal cards, both must draw again to determine which is higher. Highest card determines the first dealer. Partners sit opposite each other, each having an opponent at his left and right.

The shuffle. 5. Dealer shuffles the pack and places it on the table, face down, at his right.

The cut. 6. The player at dealer's right lifts no fewer than five nor more than forty-three cards from the top of the pack. Dealer picks up the remainder of the pack. The player who cut then places his portion face down on the table and dealer places his portion on top of it, completing the cut.

Order of the game. 7. Each player's turn, in dealing, melding and playing, comes to him in rotation, which is to the left (clockwise).

The deal. 8. Dealer deals three cards at a time to each player in turn, beginning with the player at his left, each player thus receiving twelve cards. Dealer must turn face up the last card of the last batch dealt to himself, the original bottom card of the pack. This turned card is the trump card.

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PARTNERSHIP PINOCHLE

The trump card. 9. If the trump card is a nine, dealer keeps it and his side scores 10 points. If it is any other card, the first player in rotation to the left who holds a nine may claim the trump card in exchange for the nine. (It is not compulsory to exchange, but in announcing that he is not exchanging a player should not reveal that he holds a nine; nor may he reclaim his prerogative if another player then claims the trump card.)

Every other card of the same suit as the trump card is also a trump for that deal.

Melding. 10. Each player places face up on the table any melds he may hold, as follows:

SEQUENCES	
A-K-Q-J-10 of trumps (flush)	150
Double flush	1,500
K-Q of trumps (royal marriage)	40
K-Q of any other suit (marriage)	20
GROUPS	
♠A—♥A—♦A—♣A (100 aces)	100
All eight aces	1,000
♠K—♥K—♦K—♣K (80 kings)	80
All eight kings	800
♠Q—♥Q—♦Q—♣Q (60 queens)	60
All eight queens	600
♠J—♥J—♦J—♣J (40 jacks)	40
All eight jacks	400
SPECIAL	
♠Q—♦J (pinochle)	40
Double pinochle	300
9 of trumps (dix, pronounced deece)	10

A card that is part of a meld under one heading may be counted as part of a meld under another heading, but may not be counted as part of another meld under the same heading.

A dix surrendered in exchange for the trump card is scored by the player to whom it was dealt.

A memorandum is made of the total points melded by each side, but its total is not credited to a side unless and until it wins a trick.

First lead. 11. After the melds are shown and totalled, each player replaces his melded cards in his hand and the play begins. The first lead is made by the player at dealer's left.

Objects of the play. 12. The objects of the play are to win tricks containing cards of scoring value, and to win last trick. The scoring values of cards taken in tricks won, and of the last trick, are:

Each ace	10
Each ten	10
Each king	5
Each queen	5
Last trick	10

Jacks and nines have no scoring value when taken in tricks.* The total of points to be divided in play is 250.

The play. 13. The card led to a trick and the three cards played in turn by the other players constitute a trick. All the tricks won by a side are gathered by one partner. A trick containing a trump is won by the highest trump. A trick not containing a trump is won by the highest card played of the suit led. Of two cards of identical suit and rank played to the same trick, the one played first is the higher. The winner of each trick leads to the next, and may lead any card.

Each player must follow suit to the card led if able. If void of the suit led he must play a trump if able. If void of both the suit led and of trumps, he may play any card.

If the card led is a trump, each player must, if able, play a higher trump than any previously played to the trick. This is called playing over.

Scoring. 14. Two scores are kept, one for each side, and all points scored by either partner on one side are entered together. At the end of play of a deal, the points for cards won in tricks, last trick, and melds (provided that the side has won a trick) are entered for each side.

The side that first reaches a total of 1,000 points, the other side having less than 1,000, wins a game. If both sides reach 1,000 in the same deal, game becomes 1,250; and if both sides reach 1,250 in the same deal, game becomes 1,500; and so on by increments of 250.

Declaring out. 15. A player may at any time declare out, that is, claim that his side has reached the total required to win a game. Play then ceases, and if the claim is found to be correct, the claiming side wins the game even though the other side be found to have more points. If the claim is found incorrect, the claiming side loses the game forthwith.†

Irregularities. 16. *Misdeal.* There must be a new deal by the same dealer:

(a) if the pack was not properly shuffled or was not cut, and if a player calls attention to the fact before looking at his hand and before the last card is dealt;

(b) if more than one card, other than the trump card, is exposed in dealing;

(c) upon demand of an opponent, if dealer neglects to turn up his last card and its identity cannot then be determined. Lacking such demand, a trump card may be drawn by an opponent from dealer's hand, held face down, before melding begins.

* Some players prefer the traditional Pinochle count (paragraph 16 on page 290); others prefer an even more simplified count in which aces, tens and kings count 10 each, queens, jacks and nines 0.

† When it is desirable to determine the margin as well as the fact of victory (that is, when it is significant whether a side wins by 1,060 to 800 or by 1,060 to 940) a side that incorrectly declares out is deemed to have lost the game by the difference between its actual score and 1,000 for its opponents, unless the opponents in fact have more than 1,000. All cards remaining unplayed at the time of the claim, and last trick, go to the claimant's opponents if the claim was incorrect, but are not scored if the claim was correct.

17. *Wrong number of cards.* If one player has too many cards and another too few, and—

(a) the error is discovered before either of these two players has looked at his hand, the player with too few cards draws the extra cards from the hand with too many;

(b) the error is discovered after one of the players has looked at his hand, all players meld, and then the player with too few cards draws the extra cards from the unmelded cards of the player with too many; the card drawn may then be used by the former in melding, and he may change his meld;

(c) the error is discovered after the first lead, play continues; the last trick or tricks comprise only three cards each after the short hand is exhausted, and excess cards remaining in the long hand after the twelfth trick are dead; a side that held an incorrect hand may not score for points won in tricks or for last trick, but may score its melds if it won a trick.

18. *Incorrect pack.* If at any time the pack be found incorrect (not in accordance with Section 2), play ceases and no points for cards or melds score in that deal, but the results of previous deals are not affected.

19. *Exposed card.* A card dropped face up on the table, named by a player as being in his hand, or otherwise exposed except in melding and correct leading and playing, is an exposed card. An exposed card must be left face up on the table and must be played at first legal opportunity. If the card is still unplayed at the first turn thereafter of the partner of the owner to lead, either opponent may name the suit which he must lead.

20. *Lead or play out of turn.* If a player leads or plays out of turn, the card so played becomes an exposed card and is dealt with under Section 19.

21. *Revoke.* A player revokes if he fails, when able, to follow suit to a lead, trump, or play over on a trump lead. A side that revokes may score nothing for points taken in tricks, or last trick, in that deal, but does not necessarily lose its melds.

(The revoke penalty is by agreement sometimes applied to the exposure of a card and to leads and plays out of turn.)

22. *Played card.* A card is played when its holder places it upon the table with apparent intent to play, or when he names it as the one he intends to play. A card once played may not be withdrawn, except in correction of a lead or play out of turn.

23. *Information as to cards played.* (a) Until his side has played to the next trick, a player may require all four cards of a trick to be turned face up and the holder of each to be indicated.

(b) Except as provided in paragraph 23 (a) above, no player may ask or give information about any cards previously played. If a player gives information to his partner in violation of this law, his side incurs the penalty for revoke, Section 21.

24. *Trick appropriated in error.* A trick taken in by the side not winning it may be claimed and must be restored at any time before it is

covered by cards taken in a subsequent trick; unless so claimed and restored it remains the property of the side that took it in.

25. *Error in count.* A player is entitled to the full value of any melds he shows on the table, even if he announces their value incorrectly. A side is entitled to all the points actually in its tricks, even though less is claimed by reason of miscounting. Erroneous announcements as to the value of melds and trick-points must be corrected on demand of any player if made before the score of the deal has been agreed upon by both sides and entered on the score sheet (or settled in chips).

26. *Error in entering score.* A score incorrectly entered by the score-keeper—that is, not entered in accordance with the agreed result or value; or an arithmetical error in adding scores, must be corrected on demand of any player if made before the winner of a game is agreed upon.

POINTERS ON PARTNERSHIP PINOCHLE

Preliminary analysis consists of figuring out the other hands from what they did not meld; and this process continues throughout the play. For example, one opponent melds 80 kings, the other melds 40 jacks; partner is marked with both queens of spades through the failure of either opponent to use it in a meld. The fall of any king during the play marks the player as lacking the queen of its suit, if he did not meld a marriage. This analysis is entirely accurate because it is never worth while sinking a meld for deceptive purposes.

When there is no bidding, it is often impossible to know which side, if either, has control of the trumps. The safest lead by eldest hand is usually his longest suit, for its establishment may be vital to force out two opposing trumps at a time if they have the best trumps. Even with the top trumps it is seldom wise to draw them at once unless the remainder of one's hand is readily establishable, or unless it can be assumed that partner controls the other suits.

Melded cards should be played in preference to unmelded cards unless there is specific reason to show partner length in the suit. Obviously, counting cards are played on partner's tricks and worthless cards on the opponents' tricks.

PARTNERSHIP AUCTION PINOCHLE

The laws of Partnership Pinochle are followed, except as follows:

No trump card is turned. Each player in turn, beginning with eldest hand, has one bid; the minimum bid is 100, bids must be in multiples of 10 points, and each bid must be higher than the previous bid. The high bidder names the trump, then everyone melds; the high bidder leads to the first trick.

If the bidding side makes its bid it scores whatever it makes; if it falls short, it is set back by the amount of its bid. Its opponents always score whatever they make, except that if they do not win a trick they can score nothing for their melds. The bidding side cannot score for its melds, even if they equal the amount of the bid, unless it wins a trick. The trick won need not contain any counting cards.

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DOUBLE-PACK PINOCHLE

Game is 1,000, and the score of the bidding side is counted first. There is no claiming out during the play.

In counting cards, the simplified count of 10 each for an ace, ten, king, and last trick, with no count for other cards, is used about as often as the count described in paragraph 12 of the Partnership Pinochle laws.

If all four players pass, the deal passes to the next player in turn.

Irregularities. In addition to the irregularities possible in Partnership Pinochle:

Bid out of turn. The bid is void and the auction reverts to the proper player. The offending side must pass thereafter. However, the bid out of turn stands as regular if the opponents wish.

Insufficient bid. Any sufficient bid must be substituted, and the offender's partner must pass.

Pass out of turn. The offending side must both pass thereafter.

Revoke. In addition to the revoke penalty of Partnership Pinochle (paragraph 21), if the revoke was made by the bidding side it cannot make its bid; if by its opponents, the bidding side cannot be set back. In the former case, however, the bidding side is not set back if its melds sufficed for its bid and it won a trick prior to the revoke trick; in the latter case, the bidding side must make its bid to score it. The revoke trick and all cards left in the hands at the time of the revoke, together with last trick, go to the non-offending side.

VARIATIONS ON PARTNERSHIP AUCTION PINOCHLE

Going over. Some play that the dealer may take the contract at the amount of the highest preceding bid, "without going over".

Continuous bidding. The procedure is the same as in regular Partnership Auction Pinochle except that each player may continue to bid in turn so long as he will bid higher than the preceding bid; except that a player who has passed may not enter the auction again. When three players have passed the auction is closed.

Partnership Auction Pinochle with a Widow. Only eleven cards are dealt to each player, in rounds of three, three, three, and two. The remaining four cards form a widow, which goes to the highest bidder. He takes the widow into his hand, then discards any four cards face down; he then names the trump and melding and play proceeds as usual. The Bidder's discard counts for him but does not represent a trick. (Optional rule: Instead of discarding, the Bidder looks at the widow, keeps one card for himself and gives one, face down, to each of the other players.)

DOUBLE-PACK PINOCHLE

The laws of Partnership Pinochle are followed, except as follows:

The pack comprises 80 cards: two regular Pinochle packs mixed together, with the nines discarded. All the cards are dealt out, in batches from three to five at a time, each player receiving 20 cards.

No trump card is turned. Each player in turn, beginning with eldest

hand, must make a bid, announce a meld, or pass. Bidding is continuous, until a bid has been passed by the other three players, but a player once having passed may not re-enter the auction. The minimum bid is 500, bids must be in multiples of 10, and each bid must be higher than the previous bid. The high bidder names the trump, then everyone melds; the high bidder leads to the first trick.

When a player bids, he may announce that he has a trump sequence, or a long trump suit, but may not name a suit, may not say that he has more than one strong suit, and may give no information about his playing strength. A player in turn may announce a meld in points (he need not give the full amount of his melds). Before any player has bid, a player announcing a sequence or a long suit is deemed to have bid 500 (as regards an overcall) but his announcement does not constitute a bid. Once the bidding has been opened, however, any announcement constitutes an overcall of 10 points for each 100 points (or fraction thereof) of meld announced. (*Variation:* Only bids and passes are allowed—no announcements.)

The possible melds are those given on page 308, plus the following:

Double aces (two of each suit)	1,000
Double kings (two of each suit)	800
Double queens (two of each suit)	600
Double jacks (two of each suit)	400
Triple aces (three of each suit)	1,500
Triple kings (three of each suit)	1,200
Triple queens (three of each suit)	900
Triple jacks (three of each suit)	600
Double pinochle	300
Triple pinochle	450
Quadruple pinochle	3,000

Quadruple groups count merely as two double groups, e.g. all sixteen aces score 2,000. There is no increased score for double or triple sequences. Each partner melds separately; the melds of partners may not be combined. To count its melds, a side must win at least one scoring card in play.

Aces, ten, and kings count 10 each when won in play; nothing for queens and jacks. Last trick counts 20. The total in play is 500. If the bidding side, in melds and cards, makes at least its bid, it scores all it makes; if it makes less than the bid, the bid is subtracted from its score. The non-bidding side in any case scores whatever it makes. Game is 3,500 and the score of the bidding side is counted first.

Irregularities. The laws of Partnership Pinochle apply, except:

Revoke. A revoke may be corrected (by withdrawing such cards as are necessary) until the revoking side has led or played to the next trick. If it is too late for correction, the bidding side is set back the amount of the bid; the opponents score their meld; no points are scored for cards.

Illegal information. During the bidding, if a player names his suit, or says he has two suits, or gives any other illegal information, the opponents may call it a misdeal.

PINOCHLE

CHECK PINOCHLE

Wipe-Off. This is Double-Pack Pinochle with the proviso that a side must score 200 or more points in cards to count either its melds or its cards.

Three-Hand Double-Pack Pinochle. There are two variants. (a) Each player receives 25 cards, the widow 5; the higher bidder must announce trumps before seeing the widow. (b) Each receives 26 cards, the widow 2; the high bidder may look at the widow before announcing trumps.

Game is 4,550. The minimum bid is 500, and if the first two pass, dealer must bid 500. Each player melds, but must win a scoring trick to count his meld. The high bidder takes the widow and buries an equal number of cards, which count for him in play, but he still must win a trick to score his meld.

The high bidder may concede defeat before leading, in which case each opponent scores his own meld plus 100; the bidder is set back the amount of his bid.

Six-Hand Triple-Pack Pinochle. Six play in two partnerships of three each. Each player has an opponent at his right and left. Three regular Pinochle packs, without the nines, are mixed together, making 120 cards. Each player receives 20 cards, and the rules of Double-pack Pinochle apply, except that game is 4,500, the minimum bid is 750, and last trick counts 30.

CHECK PINOCHLE

This is a Partnership Auction Pinochle game in which there are special bonuses, paid in checks (chips), for unusual melds and for making or defeating the bid.

Four play, two against two, using a regular 48-card Pinochle pack. Each is dealt 12 cards, and no trump is turned. The bidding begins with the player at dealer's left. The minimum bid is 200. None of the first three players may bid unless he holds a marriage; if they all pass, the dealer must bid 200, and may bid more if he holds a marriage. Until he has once passed, a player may continue to bid in turn so long as he overcalls the previous bid.

The high bidder names the trump; then all players may meld, according to the table on page 308. The high bidder leads any card, and play proceeds as in Partnership Pinochle (page 307).

Game is 1,000, and the score of the bidding side is counted first. Every hand is played out. A side loses its meld unless it wins a trick.

Check awards. Each player collects from one of his opponents:

For melding: round trip, 5 checks; flush, 2 checks; 100 aces, 2 checks; 80 kings, 60 queens, or 40 jacks, 1 check; double pinochle, 2 checks.

For making contract: 200-240, 2 checks; 250-290, 4 checks; 300-340, 7 checks; 350-390, 10 checks; and 5 checks more for each series of 50 points.

For defeating opponents' contract: twice the number of checks for making contract.

For slam (winning all 12 tricks): 5 checks.

For winning game: 10 checks, plus 1 check for each 100 points (or fraction thereof) by which winners' score exceeds losers'; plus 5 checks if losers have a net minus score.

Irregularities. Bidding without a marriage. The opponents, after consultation, may elect: (a) to abandon the deal; or (b) to assume the contract at the highest or lowest bid they made during the auction, or (c) to require the offending side to assume the contract at the highest bid it made during the auction.

Revoke. A revoke (failing to follow suit or trump when required and able to do so) becomes established when the offending side leads or plays to the next trick; previous tricks stand, but all other cards go to the non-offending side.

Incorrect hand. If one hand has too few cards, the others being correct, and if the missing cards are found, they are restored to the short hand, play continues, and that hand is answered before revoke as though the cards had been in the hand continuously.

Exposed card. A card exposed illegally must be left face up on the table and played at first legal opportunity; or, an opponent may call a suit to be led in the first turn of the offending side. If a player has choice of lead or play from more than one such exposed card, the opponent at his left may designate the card to be played. If a card is exposed before the end of the auction, the partner of the offender is barred from further bidding.

Bid out of turn. A bid out of turn is void, and partner of the offender is barred from bidding, except that the dealer's obligation to open the auction if the others pass still stands.

Pass out of turn. The pass is void, but both partners of the offending side are barred from bidding thereafter except that dealer's obligation to open the auction still stands.

Bidding without a marriage. If a player bids without a marriage in his hand, the opponents after consultation may elect: (a) to abandon the deal; or (b) to assume the contract at the highest or lowest bid they made during the auction; or (c) require the offending side to assume the contract at the highest bid it made during the auction.

It is the custom of Check Pinochle players to apply the Contract Bridge laws when they are applicable and the laws above are not.

Pointers on play. Serious players of Check Pinochle have developed a code of bidding conventions more complex than is found in any other partnership except Bridge. Some of these conventions are:

OPENING (FIRST) BIDS

TO SHOW	BID
Flush	250 or 270
100 Aces	260 or 280
Round house	290
Flush and 100 aces	360 or 410
A meld of 100	220

(Where alternative bids are given, the higher bid is made to show additional playing strength in the hand.)

Any free bid 10 points below the next-higher scoring mark (as 240, 290, 340) is forcing. Its usual meaning is that the bidder can support any suit, or can support any suit his partner is likely to bid, and so wants his partner to make the final bid and name the trump.

RESPONSES (WHEN PARTNER HAS BID)

TO SHOW	BID
A fair hand	10 more than partner
(40-50 supporting points)	260 over 200 to 220
100 aces	310 over 250
Flush	270, 300, 320, 350

A bid of 220 over partner's 200 denies strength but shows a desire to name the trump suit.

Alternative bids in all cases are graded according to the additional melding or playing strength in the bidder's hand.

Every bid must, of course, be qualified by an "if possible". When partner has bid 200 and the intervening opponent 210, a bid of 220 is merely a competitive bid designed to keep the bid for one's own side. A jump to 230 would be equivalent to a bid of 220 when there is no opposing bid.

In fact, however, competitive bidding is not so common in Check Pinochle games as in most partnership games. The requirement that a marriage must be held prevents the bidding of many hands that would otherwise justify fairly high bids.

·♣ SCHAFFKOPF ♠·

TRADITION has it that Schaffkopf (Sheepshead) originated among the Wends who settled in the Erzgebirge (mountains of Bohemia and Saxony). Historical record attests that Wendish Schaffkopf was the inspiration for the game Skat (q.v.), early in the nineteenth century. Many variations of Schaffkopf have been noted, some of them having more in common with Tarok, Ombre, Solo, etc., than with each other. Three variants are described below. The first two are believed to be respectively "ancient Schaffkopf" and the (later?) Wendish version. The third is the modern game played in the United States, and the rules of Walter L. Zarse are followed.

"ANCIENT" SCHAFFKOPF

Number of players. 1. Four, in two partnerships.

The pack. 2. A pack of 32 cards, made by discarding all cards below the sevens from a full pack.

Rank of cards. 3. The four jacks are always the four highest trumps; whatever the trump suit, they rank: ♣J (high), ♠J, ♥J, ♦J. Then follow (high to low), the cards of the trump suit: A, K, Q, 10, 9, 8, 7.

4. In plain suits the rank is: A (high), K, Q, 10, 9, 8, 7.

The deal. 5. Each player receives eight cards, dealt in batches of four at a time.

Declaring. 6. Beginning with eldest hand (player at left of the dealer) each player in turn must declare whether he has a suit of five or more cards (including all jacks as cards of his longest suit). The longest or highest-counting such suit becomes the trump. As between suits of equal length, comparison is made by counting the ace 11, each face card 10, other cards their index value.

7. If no player holds a suit of five or more cards, the holder of the ♣J must name a suit to be trump.

The play. 8. Eldest hand makes the opening lead. He may lead any card. (In some localities, he was obliged to lead a trump.) After any lead, each other hand must follow suit if able; if unable, the hand may play any card. A trick is won by the highest trump, or, if it contains no

SCHAFKOPF

MODERN SCHAFKOPF

trump, by the highest card of the suit led. The winner of a trick leads to the next.

Object of play. 9. Each side strives to win in tricks the cards that have counting value, as follows:

Each ace	11
Each ten	10
Each king	4
Each queen	3
Each jack	2

The total of points at stake in the pack is 120.

Scoring. 10. The side that takes 61 or more points in tricks wins the game. If the side that made the trump wins 61 to 90 points, it wins a single game; 91 or more points, a double game; all the tricks, triple game. Opponents of the maker win twice as much: double game for 61-90, quadruple for 91 or more; sextuple for all the tricks. Each deal is a separate game, and is settled at once.

WENDISH SCHAFKOPF

Follow all the rules of Schafkopf except:

Diamonds are always trumps; hence there is no declaring. All queens and jacks are permanent trumps, and the trump suit is ranked: ♣Q, ♠Q, ♥Q, ♦Q, ♣J, ♠J, ♥J, ♦J, ♦A, K, 10, 9, 8, 7. Partnerships are not fixed: the two players who hold the ♣Q (called *Spadille* or *die Alte*) and the ♠Q (*Basto* or *die Baste*) become partners. Neither may reveal his identity to the other except by the fall of the cards. If one player is dealt both the ♠Q and ♣Q, he must announce the fact and name some suit other than diamonds; the player holding the ace of this suit becomes his partner. Either partnership wins a single game for taking 61-90 points, double game (*schneider*) for 91 or more, quadruple game for winning all the tricks (*schwarz*).

MODERN SCHAFKOPF

Wendish Schafkopf was adapted to play for other numbers of players than four. In the three-hand cutthroat game, a widow was dealt, and whoever took the widow assumed a contract. This is the characteristic feature of the modern game, of which the three-hand variant is described.

Number of players. 1. Three active players; four may participate, the dealer giving himself no cards but sharing the winnings and losses of the Opponents.

The pack. 2. A pack of 32 cards, made by discarding all cards below the sevens from a full pack.

Rank of cards. 3. The permanent trump suit of fourteen cards is ranked: ♣Q (high), ♠Q, ♥Q, ♦Q, ♣J, ♠J, ♥J, ♦J, ♦A, 10, K, 9, 8, 7. The cards of each plain suit rank: A (high), 10, K, 9, 8, 7.

The deal. 4. Each player receives ten cards, dealt in batches of 3-4-3. After the first round of the deal, two cards are dealt face down on the table to form a widow (*skat* or *scat*).

5. The three active players are called, in rotation to the left, forehand (left of dealer), middlehand, and endhand.

The play. 6. Any player in his turn, beginning with forehand, may pick up the widow if it has not been taken before him. Whoever takes the widow becomes the Player, and the other two combine against him in temporary partnership as the Opponents.

7. The Player discards any two cards face down; these cards belong to him at the end of the play.

8. Forehand makes the opening lead. He may lead any card. After any lead, each other hand must follow suit if able; if unable, the hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

9. If all three players pass, the widow is set aside but belongs to the winner of the last trick. The game is *least*; the rules of play are as in paragraph 8.

Object of play. 10. When any takes the widow, both sides strive to win the cards of counting value, as follows:

Each ace	11
Each ten	10
Each king	4
Each queen	3
Each jack	2

The total of counting cards in the pack is 120.

Scoring. 11. The Player alone scores, plus if he takes a majority of the 120 points, minus if he fails. For taking 61-90, he scores 2 game points; for 91 or more (*schneider*), 4 game points; for all the tricks (*schwarz*), 6. He loses 2 game points if he takes only 31-60, or 4 if he takes less than 31, or 6 if he wins no trick.

12. In the game *least*, the object of each player is to take as few points as possible. If every player takes a trick, the one gathering the fewest points scores 2 game points. When two players tie for least, the one who did not win the last trick as between them scores 2 points. If each player gathers 40, the dealer scores the 2. If one player takes no tricks, he scores 4 game points, except that if all the tricks are taken by one player, this player loses 4, while the others score nothing.

Pointers on play. As there are 14 trumps, an average share is about 5. No length of less than 7, possibly 6 very strong trumps, gives sufficient chance of success to warrant taking the *skat*. Even with 7 trumps, the Player must consider their rank, as well as the position of the opening lead. The best position for taking with a doubtful hand is forehand, because forehand leads first. The worst position is middlehand, because the first lead comes through him. What can happen to a promising middlehand is shown by the example:

Middlehand

♠Q ♥Q ♠J ♦A K 8 7
 ♠A 9
 ♣7
 ♥—

Forehand

♣Q ♣J ♦J 10
 ♣10 K 8
 ♠8 7
 ♥8

Endhand

♦Q ♥J ♦9
 ♣A
 ♠10 K
 ♥A 10 9 7

In skat: ♣9, ♥K

Middlehand took the skat and discarded the same two cards.

Trick 1. Forehand led the ♥8 and middlehand trumped with ♦7.

Trick 2. Middlehand led ♠Q and was allowed to win.

Trick 3. Middlehand led ♥Q and forehand won with ♣Q.

Trick 4. Forehand led ♠8 and middlehand won with ♠A.

Trick 5. Middlehand led with ♦8 and endhand won with ♦Q.

Trick 6. Endhand led ♠10 and won the trick. It was important for endhand to avoid leading a heart at this juncture, for middlehand would not trump anything less than ♥A or ♥10 but would discard any losing card in the black suits.

Trick 7. Endhand led ♣A and won. Forehand properly smeared ♣10, for he knew from endhand's failure to lead hearts that middlehand's only remaining non-trump card must be the ♣7.

Trick 8. Endhand led ♥9, forehand discarded, and middlehand won with ♦A.

Trick 9. Middlehand led ♠J, on which endhand played ♥A, and forehand won with ♣J.

Although middlehand won a ten and two kings on the last trick, he took only 49 in play, plus 4 buried, thus losing the hand.

Provided the trump length and strength is adequate for a good take, the non-trump cards in the hand can be ignored. By burying two cards, the bidder can usually ease his chief troubles in the off suits. A ten can be laid away, or a worthless singleton or doubleton can be discarded so as to allow the bidder to catch the counters of the suit by trumping.

♣ SKAT ♠

IN 1811, some players at a Tarok Club in Altenburg (capital of the German Duchy of Saxe-Altenburg) became interested in Wendish Schafkopf. The chief enthusiast was Advocate F. F. Hempel. A new game was gradually evolved, combining features of Schafkopf and Tarok; it was christened Scat, the regular term for the widow in Tarok and other games (from Italian *scartare*, to discard, or *scatola*, a place of safe-keeping). First mention of the game in print occurred in the *Osterländer Blättern*, 1818. Seventy years later, it had become so popular that a congress was convened at Altenburg (7th August, 1886) to codify its rules, and more than a thousand players attended. The German spelling, Skat, was adopted.

German immigrants brought the game to the United States, and an American Skat League was founded at St. Louis, Mo., in January 1898. This league still flourishes, and the description of Skat below follows its official rules.

Number of players. 1. Three active players, but four or five frequently participate. The dealer then gives no cards to himself or (in five-hand) to the third player at his left.

The pack. 2. A pack of 32 cards, made by discarding all cards below the sevens from a full pack.

Rank of cards. 3. The four jacks are always trumps, ranking: ♣J (high), ♠J, ♥J, ♦J. After them follow the cards of the trump suit, ranking: A (high), 10, K, Q, 9, 8, 7. The cards in each plain suit rank: A (high), 10, K, Q, 9, 8, 7.

4. The suits rank: clubs (high), spades, hearts, diamonds.

The deal. 5. Each active player receives ten cards, dealt in batches of 3-4-3. After the first round of the deal, a skat (widow) of two cards is dealt face down on the table.

6. The players in rotation to the left are called forehand (left of dealer), middlehand, and endhand. (German, *Vorhand*, *Mittelhand*, *Hinterhand*.)

Bidding. 7. Forehand has the vested right to name the game. The bidding is therefore begun by middlehand, who must pass or bid. If he bids, forehand can retain his right by making the same bid—expressed by “I stay” or “Stand” or “Yes”. Middlehand may raise the bid if forehand stays, and so on until one of the two passes. The survivor then

settles with endhand in the same way, having the right to supersede a bid by endhand with a bid for the same amount himself.

7. Each bid is made in terms of points alone, no game being specified. But each bid must be for a number of points that is possible in some game. The lowest bid is 10. (The theoretic maximum is 204, but bids of as much as 100 are rare.) Modern custom is to bid only in even numbers.

8. If neither middlehand nor endhand makes a bid, forehand must name a game, but in this case he has the added choice of naming least (Ramsch).

The games. 9. Whoever earns the right to name the game becomes the Player. He must name one of the fifteen possible games—one in which it is possible for him to make his bid. The base values of the games are as follows:

TRUMPS	♦	♥	♠	♣	JACKS TRUMPS	NO TRUMPS
Tournee	5	6	7	8	Tournee grand 12	Simple null 20
Solo	9	10	11	12	Gucki grand 16	Open null 40
					Solo grand 20	
					Open grand 24	
					Least 10	

[The base values 1 to 4 were assigned to a game, *frage*, that has been eliminated from modern Skat.]

10. *Tournee*. If he names tournee, the Player looks at the top card of the skat without showing it. He may accept it as the trump suit, in which case he exposes it, picks up both skat cards without showing the second, and discards any two cards face down. If the top skat card does not satisfy the Player (*passt mir nicht*), he may turn the second face up, and it fixes the trump. The game is then second turn. The Player picks up both skat cards, without showing the first, and discards any two cards face down.

If either skat card is a jack, the Player has choice of accepting its suit as trump or declaring jacks trumps (*grand*). The game grand tournee can thus arise only by chance.

11. *Solo*. If he names solo, the Player names the trump—a suit or jacks—and sets the skat aside without using it. The Player has the right to try for increased score by predicting that he will win all the tricks (*schwarz*) or more than 90 points (*schneider*). Having made such announcement, he loses his game if he does not fulfil it.

12. *Gucki grand*. On naming this game (also called *guckser*), the Player picks up both skat cards without showing either, then discards any two cards face down. Jacks are trumps.

13. *Null*. When the game is null, there are no trumps. Every suit ranks: A (high), K, Q, J, 10, 9, 8, 7. The skat is set aside, and the Player loses his game if he wins a single trick. Alone among the games, null base values are invariable, so that the Player may not declare simple null if he has bid more than 20, or open null if he has bid more than 40.

14. *Open*. In open grand and open null, jacks are trumps and the Player exposes his whole hand for inspection by the Opponents before

the opening lead. The skat is set aside. To win open grand, the Player must take all the tricks; to win open null, no trick.

15. *Least.* The skat is set aside; jacks are trumps; the object of play is to take as few points as possible. This game may be declared only by forehand when neither other player bids.

The play. 16. Forehand makes the opening lead. He may lead any card. After any lead, each other hand must follow suit if able; if unable, the hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

17. At the end of the play, the skat or the Player's discard is added to the Player's tricks, in any trump game except least. At the latter game, the skat goes to the winner of the last trick. In null games, the skat is ignored.

Object of play. 18. In all games except null and least, both sides try to win as many points as possible in tricks. The cards that count when won in tricks are:

Each ace	11
Each ten	10
Each king	4
Each queen	3
Each jack	2

The total of points in the pack is 120.

19. In null, the Player undertakes to win not a single trick. In least, each plays for himself and tries to win as few points as possible.

Scoring. 20. The player loses his game if:

- (a) At null, he wins any trick.
- (b) At open grand, he loses any trick.
- (c) At tournee, solo, or gucki, he takes less than 61 in tricks. The Opponents win schneider if they take 90 or more points, schwarz if they take all the tricks.
- (d) At solo, he fails to fulfil prediction that he will take schneider or schwarz.

(e) The value of his game (explained in next paragraph) proves to be less than his bid. In this case, the Player is said to have overbid.

21. The value of a game (other than null and least) is determined by multiplying its base value (paragraph 9) by the sum of all due multipliers. The multipliers arise from (a) matadors and (b) the outcome of the play, as explained below.

22. Matadors are trumps in unbroken sequence from the ♣J down. The Player is said to be *with* or *without* matadors, according as he does or does not hold the ♣J. [For example, if his trumps are headed by ♣J, ♥J, ♦J, he is "with two"; if his highest trump is the ♦J he is "without three". The commonest way that an overbid comes about is that the Player has bid "without", then finds a jack in the skat that reduces this number.] The total of multipliers for matadors is the number that the Player is with or without, in hand and skat together.

23. To the matadors, add the appropriate item from the following table:

Game (Player makes 61-90)	1
Schneider made, not predicted (91 by Player; 90 by Opponents)	2
Schwarz made, not predicted (by either side) ..	3
Schneider predicted, and made by Player ..	3
Schneider predicted, schwarz made, by Player ..	4
Schwarz predicted and made by Player	5

[Examples of computing the value of a game: (a) The Player names gucki, takes 80 in tricks, has ♣J ♥J in trumps; the base value 16 is multiplied by 2 (the sum of 1 for matadors, 1 for "game"); the value is 32. (b) The Player, having three matadors, names club solo and predicts schneider, but takes only 90 in tricks. He loses the value of his game, base 12 multiplied by sum of 3 and 3, or 72.]

24. If the Player wins his game, its value is added to his score; if he loses, the value is deducted. But if he loses in a gucki grand or second turn tournee, the value of his game is doubled. When the Player is found to have overbid, the value of his game is that multiple of the base value next higher than his bid. [For example, the Player has bid 30 and named spade solo, expecting to be "without two" but finding a jack in the skat that makes him "without one". He takes 76 points in tricks, thus failing to make schneider, which could save him. His game is worth only 22. He is charged with 33, the multiple of base value 11 next above his bid.]

25. *Least.* The player who takes the fewest points in tricks scores 10, or 20 if he has taken not a single trick. If each player takes 40 in tricks, forehand is deemed the winner (because he named the game) and scores 10. If two players tie for low, the one who did not take the last trick as between them wins the 10, except that if one player takes all the tricks he loses 30 while the others score nothing.

Settlement. 26. Score is kept with pencil and paper, a running total being recorded for each player. Four or five players may participate at one table; settlement must be made at any time that a player withdraws from the game. The scores at that time are totalled and divided by the number of players to determine the average score; each player then collects or pays according as he is above or below average. For example:

PLAYERS	SCORES	NET
A	213	82
B	157	26
C	118	—13
D	94	—37
E	71	—58

5) 653
average 131 approximately

POINTERS ON SKAT

Solo bids. The minimum trump length normally required for a suit bid is five cards. A conservative rule is that for a solo bid the hand should have eight cards that are trumps, aces, or tens. But many experienced players will bid with a count of seven, or six. Of course, "shaded" bids should have compensation in extra top strength in trumps or a favourable pattern (as two long suits). Typical hands for club solo bids are:

♠ J ♥ J
 ♣ A Q 9
 ♠ A 7
 ♥ 10 K
 ♦ A

CONSERVATIVE

♣ J
 ♣ 10 K Q 9
 ♠ 10 Q 7
 ♥ A 7
 ♦ —

SHADED

♣ J
 ♣ A 10 Q 8 7
 ♠ —
 ♥ 10 8 7
 ♦ K

RISKY HAND

Gucki bids. The normal requirement for gucki is about an ace less than for solo, a count of seven (conservative) or six (practical). The advantages that may accrue from taking the skat, when you can pick your own trump, are (a) the chance to improve the pattern of the hand; (b) the opportunity to lay away a ten otherwise difficult to save; (c) the chance of buying an extra trump; (d) the chance of buying an ace or other helpful card. These advantages are given in order of likelihood, with (d) such a poor fourth that it should hardly enter into the bidding at all. The following tables show why.

CHANCES OF BUYING ONE CARD IN THE SKAT

TO FIND	PROBABILITY FOR	PERCENTAGE FOR	APPROXIMATE ODDS
Any one card	1/11	9	10-1 against
Either of 2 cards	41/231	18	5-1 against
Any one of 3 cards	20/77	26	3-1 against
Any one of 4 cards	26/77	34	2-1 against
Any one of 5 cards	95/231	41	3-2 against
Any one of 6 cards	37/77	48	even
Any one of 7 cards	6/11	55	6-5 for
Any one of 8 cards	20/33	60	3-2 for
Any one of 9 cards	153/231	66	2-1 for

CHANCES OF BUYING TWO CARDS IN THE SKAT

OUT OF	PROBABILITY FOR (OUT OF 231)	PERCENTAGE FOR	ODDS AGAINST (APPROXIMATE)
2	1	$\frac{1}{2}$	230-1
3	3	$1\frac{1}{2}$	76-1
4	6	$2\frac{1}{2}$	38-1
5	10	4	22-1
6	15	$6\frac{1}{2}$	14-1
7	22	9	10-1
8	28	12	7-1
9	36	$15\frac{1}{2}$	5-1

Tournee bids. In tournee the trump suit is fixed by the chance of the turn. The hand for this bid is therefore one that lacks any long suit, is therefore prepared equally to play any of two or three suits as trump, and has too much general strength to abandon without a fight. Any suitable hand will almost surely have two or more jacks, or the ♣J alone, together with at least two aces and a third suit having at least a ten.

Grand. A common rule for weighing whether a hand warrants a bid of grand is: count each jack and ace as one; the position of forehand as one; at least 5 of the 9 points are needed for a grand. What this says practically is that you need at least two jacks unless you have four aces. The occasion for naming grand is usually (a) a lucky monopoly of the jacks, or (b) one or two powerful suits, with enough side aces and jacks to stop the adverse long suits. Forehand, having the opening lead, can start his long suit at once before his stoppers are attacked; this is precisely the equivalent of an extra ace.

Null and open bids. These require such extraordinary hands that the player can scarcely fail to recognize them when they arise. For a simple null it is better not to be forehand, because it is easier to underplay an adverse lead than to exit on one's own lead.

Discarding. Usually there is little problem in discarding at gucki or tournee: you discard useless small cards. But a plain ten not accompanied by the ace is always a problem; sometimes it is best laid away, sometimes it is best saved as a stopper, even at the risk of being lost. The chance of saving it in play rests almost wholly upon leads of the suit by the Opponents. Hence the first consideration is how many times they are going to get in the lead. A hand so weak in top cards that it is going to lose the lead four or five times can better save a 10-x than one that is going to lose the lead only two or three times—in direct contravention of the common reaction of the tyro, to try to rescue a weak bid by burying a ten.

When no question of saving tens is involved, the normal discard is small cards from short suits, in order to limit the number of points the Opponents can win on straight leads of these suits.

Plan of the Player. An old Skat maxim is: *Fordern ist die Seele des Spiels* (leading trumps is the soul of the play). Correct policy by the Player is usually to lead trumps as soon as he gains the lead, pulling two trumps for one.

As in three-hand Pinochle, the policy of the Opponents is to try to smear (discard) to each other the aces and tens that they could not otherwise win against the Player's trumps. To forestall a smear by one Opponent on the other's trump tricks, the Player should give up tricks to adverse trump stoppers on early rounds rather than later. For example, suppose the Player has ♣ J ♣ A 10 Q 9 in trumps at a club solo. He should plan to lead the suit from the bottom up, not the top down. Almost surely he must lose two trump tricks; he wants to

let the Opponents make their jacks without gathering any side aces or tens.

The Player should not overlook the opportunity to get rid of unwanted small cards by discarding them on a suit of which he is void, instead of trumping. Look at the example labelled "risky hand" on page 325. Normal expectation is that the Player can win a solo club game only through one circumstance—the Opponents lead a spade before touching diamonds, and on a trick that does not contain both ace and ten the Player discards the ♦K. By sacrificing 15 points at most, he captures all the rest of the points in spades and diamonds—provided that no smears occur. Since he cannot expect to save anything in hearts with this play, he loses 30 in hearts besides 15 in spades, plus perhaps 10 in trumps, and takes about 65.

Opponents' play. The general principles of play by the Opponents are: to let the lead come from the right-hand Opponent rather than the left-hand; right-hand Opponent to lead by preference a suit to which the Player must follow, left-hand Opponent to lead by preference a suit of which the Player is void; to try to smear aces and tens to each other, if these cards otherwise would go to the Player.

The principal "headache" that falls on left-hand Opponent is what new suit to open when he is forced in the lead early. The ideal solution is to have an ace-ten, and lead the ten, thereby showing the fellow Opponent the ace. Next-best is to have a long side suit headed by ace alone; lead the ace, to give partner a chance to throw the ten, if he has it. If the Player has the guarded ten, partner may capture it by trumping.

RAUBER SKAT

In the variant "robber" Skat the rules as to the use of the skat are liberalized. The high bidder may pick up the skat in any game but least (also called *reject*). Foregoing this privilege is called handplay, and when handplay is elected one multiplier is added to whatever item applies in the table in paragraph 23, page 324. If he chooses instead to take skat, the high bidder may defer naming his game until he has seen the skat cards. The base values of the games are as follows:

TRUMPS	♦	♥	♠	♣	JACKS	TRUMPS	NO TRUMPS
	9	10	11	12	Grand	20	Simple null 23
					Reject	10	Open null 46

The null values are invariable. The Player may play any handplay game open, in which case its base value (whatever the suit or if jacks are trumps) is 59. If the Player loses in a handplay game, he loses singly; in a game where he has taken the skat, he loses doubly.

FROG

In German this game is Tapp or württembergischer Tarok; in French, Solo or *Sans Prendre*; in English, Solo, Heart Solo, Slough, Sluff, or

Frog. It has even been called Rana, after the frog genus. But the name Frog is derived (by ear) from the German *frage* (I ask), the lowest game that can be bid in Skat and similar games.

Number of players. 1. Three active players, but four or five may participate, in which case the dealer gives no cards to himself (nor to the second player at his left, in five-hand).

The pack. 2. A pack of 36 cards, made by discarding all cards below the sixes from a full pack.

Rank of cards. 3. The cards in each suit rank: A (high), K, Q, J, 10, 9, 8, 7, 6.

The deal. 4. Each player receives eleven cards, dealt in batches of 4-3-4. After the first round of the deal, a widow of three cards is dealt face down on the table.

Bidding. 5. There is one round of bidding. Each player in turn beginning with eldest hand (player at left of dealer) must pass or make a bid higher than any preceding bid.

6. There are three possible bids, which rank: grand (high), chico, frog. At *grand*, hearts are trumps; the widow is set aside, but is added to the bidder's tricks at the end of the play. At *chico*, the bidder names any suit but hearts as trumps; the widow is set aside but belongs finally to the bidder. In *frog*, hearts are trumps; the bidder picks up the widow and then discards any three cards face down. His discards are added to his tricks after the play.

The play. 7. Eldest hand makes the opening lead. He may lead any card. After any lead each other hand must follow suit if able; if unable, the hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Object of play. 8. The other two players combine in temporary partnership against the high bidder. Each side tries to win counting cards in tricks.

9. The value of cards won in tricks is:

Each ace	11
Each ten	10
Each king	4
Each queen	3
Each jack	2

(Lower cards count nothing)

Scoring. 10. The bidder collects from or pays to both opponents equally, according to what he himself wins in tricks over or under 60 points. The basic value of frog being agreed, chico counts twice as much, and grand four times as much. If the points in play are divided 60-60, there is no settlement for the deal.

Irregularities. 11. Follow the rules for Skat, pages 321 *et seq.*

SIX-BID SOLO

Players in the western United States developed this game early in the present century by elaboration of Heart Solo or Frog. Follow all the rules of Frog except:

There are six possible bids, ranking from low to high as follows:

(a) *Simple solo*. The bidder names any suit but hearts as trumps, and must win 60 points or more in tricks.

(b) *Heart solo*. Hearts are trumps. The bidder must win 60 points or more in tricks.

(c) *Misere*. There is no trump suit. The bidder must win not a single counting card (but he need not lose all the tricks to make his game).

(d) *Guarantee solo*. The bidder names any suit trumps; if he names hearts, he must win 74 points or more in tricks; if he names another suit, he must win 80 or more.

(e) *Spread misere*. Same as misere, except that the opening lead is made by the player at left of the bidder, and the latter spreads his whole hand face up on the table just prior to playing to the first trick.

(f) *Call solo*. The bidder names any card not in his hand, and the holder of that card must give it to him in exchange for any card the bidder chooses to let go. (If the called card is in the widow, there is no exchange.) The bidder then names any suit trumps, and he must win all 120 points in tricks (not necessarily every trick).

The widow cards are never picked up, and in misere they are not added to the bidder's tricks. Settlement for simple solo and heart solo is as in Frog—the bidder collects or pays for every point he wins over or under 60, at 2 per point in simple solo, 3 per point in heart solo. All the other games have a fixed value, which the bidder collects or pays according as he makes or fails to make the contract:

Misere	30
Guarantee solo	40
Spread misere	60
Call solo, hearts trumps	100
Call solo, another suit trumps	150

·C OMBRE ·D·

No other card game held so long a tenure in the fashionable world as Ombre (or Hombre or l'Hombre). It probably originated in Spain, some time prior to the fifteenth century, and may be as old as Tarok. It spread throughout Europe, and remained a leading game for five hundred years; during at least two hundred of those years (seventeenth and eighteenth centuries) it was undisputed favourite. Even as late as the 1880s, a standard European "Hoyle" devoted fifty pages to Ombre, only fifteen to Whist.

Ombre was originally played with the Spanish pack of forty cards, which can be made from the modern pack by discarding all tens, nines and eights. It was originally played only three-hand, two players combining in temporary partnership against ombre (i.e. the man, the high bidder). Later it was adapted for play by two, four, or more players, and to use of the fifty-two-card pack. A four-hand variant, Quadrille, became especially popular in France and England.

Among terms peculiar to the game are: spadill or spadille (♠A, always the highest trump), basto (♣A, always the third-best trump), manill or manille (the second-best trump, the card that in a plain suit would rank lowest), ponto (the trump ace when a red suit is trumps); also matador, respect, forcee, codill or codille, gano, chicane, rocambole, consolation; also the "hazards": charivary, chicorce, contentment, degout, discord, estrapade, fanatique, guinguette, mirliro, triomphante, and yeux.

Many of the features of this complex game—which may have died, like the dinosaur, from the sheer weight of its efflorescences—are preserved in current games, such as Skat, Frog, and Solo.

SOLO (OMBRE)

The game here described is a simplification of Ombre that became popular a hundred years ago and has outlasted the parent. Although the list of allowable bids has varied widely from time to time and place to place, Solo has never acquired an alternative name, and we have to call it Solo (Ombre) to distinguish it from variants of Tarok, Skat, and Whist, also called Solo.

Number of players. 1. Four players participate; each plays for himself, but there are temporary partnerships during the play.

The pack. 2. A pack of 32 cards, made by discarding all cards below the sevens from a full pack.

Rank of cards. 3. The ♣Q (called *spadille*) is always the highest trump. The second-best is the 7 of the trump suit (called *manille*, the same word as *menel* in Klüberjass). The third-best is the ♠Q (called *basto*). The whole ranking of trumps is as follows:

Spades or clubs: ♣ Q, 7, ♠ Q, A, K, J, 10, 9, 8.

Hearts or diamonds: ♥ Q, 7, ♦ Q, A, K, Q, J, 10, 9, 8.

The rank in each plain suit is: A (high), K, (Q), J, 10, 9, 8, 7.

4. The club suit has a privileged status. Any bid for clubs as trumps is in colour; a bid for another suit is in suit. There is no relative rank among spades, hearts, and diamonds.

The deal. 5. Each player receives eight cards, dealt in batches of 3-2-3. (Modern practice is to deal cards one at a time.)

Bidding. 6. The six possible bids, in order from low to high, are as follows:

Frog in suit	2
Frog in colour	4
Solo in suit	4
Solo in colour	8
Tout in suit	16
Tout in colour	32

7. At *frog*, the high bidder names the trump suit. He also names an ace not in his hand, and the holder of that ace becomes his partner, but must say nothing to reveal his identity before duly playing the ace. At *solo*, the bidder names the trump suit and plays alone against the other three. At *tout*, the bidder names the trump suit, plays alone, and must win all the tricks.

8. Eldest hand (player at left of the dealer) bids first and settles with the player at his left. The two players may bid against each other until one passes. Then the survivor settles with the next player, and so on. A player who has once passed may not re-enter the bidding.

9. The high bidder is not committed to play the game named in his winning bid; he may choose that or any higher-ranking game. When he chooses a game in colour, clubs are trumps; when the game is in suit, the bidder names a suit other than clubs. If the game is frog, he names an ace to fix his partner. (Should the bidder himself hold all four aces, he may name a king.)

10. A player holding both *spadille* and *basto* (the black queens) is not permitted to pass before at least a solo in suit has been bid, either by himself or an opposing bidder. This compulsion is called *forcee*.

11. If all four players pass without a bid, the holder of *spadille* (♣Q) must expose it and play a frog, in suit or colour as he pleases.

The play. 12. Eldest hand makes the opening lead. He may lead any card. After any lead, each other hand must follow suit if able; if unable, the hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Object of play. 13. At frog or solo, the bidder (with the aid of his partner, in frog) makes his game if he wins five tricks. At tout, the bidder must win all eight tricks.

Scoring. 14. The base values of the games are given in paragraph 6. At frog, the bidder and his partner each win or lose the base value from each opponent. At solo or tout, the bidder wins from or loses to each other player.

15. Each deal is a separate game and may be settled at once. Or, score may be kept on paper, with losses entered as minus quantities, and settlement made when a session ends.

Irregularities. 16. *Revoke.* If a player fails to follow suit when able, and fails to correct the error before the trick is gathered, his side loses at once and he must pay the loss for every member.

17. *Play out of turn.* If an opponent of the bidder at solo or tout, or any player at frog, leads or plays out of turn, or exposes a card other than by legal play, his side loses at once and he must pay the loss for every member.

(*Variant rule.* To mitigate these severe penalties, it may be agreed that for any such irregularity a player must pay a forfeit into a pool, which is divided equally among the four players at the end of the session.)

CALABRASELLA

The *Westminster Papers* (Vol. III, 1870) called Calabrasella "the Italian national game". Henry Jones ("Cavendish") made an effort to popularize it in England, with little success. The name suggests that it originated in Calabria, a province in the toe of Italy; folk etymology would trace to the same source the games of Callabra and Kalabriās. But the use of the Spanish pack makes a Spanish origin seem equally likely, and Calabrasella is in principle much like Ombre.

Number of players. 1. Three active players but four may participate, the dealer giving himself no cards.

The pack. 2. A pack of 40 cards, made by discarding all tens, nines, and eights from a full pack.

Rank of cards. 3. The cards in each suit rank: 3 (high), 2, A, K, Q, J, 7, 6, 5, 4.

The deal. 4. Each player receives twelve cards, dealt two at a time. The remaining four cards are placed face down on the table to form the widow (*scat*).

Bidding. 5. Beginning with eldest hand (player at left of the dealer), each in turn must either pass or elect to play. If any elects to play, he becomes the Player, there is no further bidding, and the play begins. If all pass, the deal is abandoned and the next dealer deals.

The play. 6. The Player names the three of any suit that is not in his hand; the holder of the named card must give it to the Player in

exchange for any card the Player chooses to give up; this card is not shown to the third player. If the named card chances to be in the widow, the Player may not call for another card instead. If the Player was dealt all four three-spots, he may call for a two.

7. The Player next discards face down one, two, three or four cards. He must discard at least one. He turns the widow face up for all to see, and selects the ones he pleases to replace his discards. The four remaining cards—widow and discard—are set aside and belong at the end of the play to the winner of the last trick.

8. The two Opponents combine in temporary partnership against the Player. The Opponent at his left makes the opening lead. He may lead any card. After any lead, each other hand must follow suit if able; if unable, a hand may play any card. A trick is won by the highest card of the suit led. (There is no trump suit.) The winner of a trick leads to the next.

Object of play. 9. Each side strives to win counting cards in tricks, and to win last trick, which counts 3 points. The counting cards are:

Each ace	3
Each 3, 2, K, Q and J	1

Each suit contains 8 points, and the whole pack, with the 3 for last trick, 35 points.

Scoring. 10. Each side totals its points at the end of the play. The Player collects from or pays to each Opponent, according to the difference of the totals. For example, the Player wins 22 points; he collects 9 points (22-13) from each Opponent. But if one side wins all 35 points in the pack, the losers pay 70 each. In a four-hand game the dealer settles as an Opponent, but may give no advice.

11. Each deal is a separate game and is settled at once, as by chips.

Irregularities. 12. *Looking at the widow.* If, before any player has declared "I play", a player intentionally looks at any card of the widow, he must pay each other player 35 points. If an Opponent looks at any card of the widow before the Player has discarded, the card must be turned face up and the Player may discard accordingly. If the Player looks at any card of the widow before discarding, he may not exchange any cards with the widow; the whole widow must be turned face up, then set aside.

13. *Exposed card.* If an Opponent illegally exposes any card from his hand to his partner (as by leading or playing out of turn), the Player may halt the play, claim all the remaining tricks and the widow, and score 3 for last; the Opponents score only for cards won prior to the offence.

14. *Revoke.* A revoke by failure to follow suit when able may be corrected without penalty before the lead to the next trick. If not corrected in time, a revoke stands established; at the end of play, 9 points are deducted from the score of the revoking side and added to the score of the other side.

Pointers on Calabrasella play. A player experienced in other three-hand games, such as Skat and Auction Pinochle, is likely to underrate

the strength necessary to take the widow. For lack of a trump suit, the Player is defenceless against the cashing of an adverse solid suit. In fact, few hands dealt would merit playing but for the opportunity to strengthen the hand by obtaining a three and exchanging discards for the widow. Even these props are not enough to bolster an average hand (e.g. one card for each rank) to a probable winner (as has been erroneously maintained). The initial hand should be about two deuces better than average.

But the chances of "picking up something in the play" are greater than in any other two-against-one game when the opposition is weak. Calabrasella is comparable to Whist in the possible squeezes and throw-ins that can occur. This fact is bound to weigh in the bidding.

•C TAROK D•

PROBABLY the most ancient card game still played is Tarok (also Tarock, Taroky, Tarocchini). Once played throughout Europe, it is still a leading game in Central Europe, notably Czechoslovakia. It requires a special pack, originally of 78 cards, and many examples of the pack have survived from fifteenth-century Italy and France; this is called the tarot pack.

Though there have been many local variations in Tarok play, the basic rules appear to have been remarkably stable. The rules given below, for the variant most played today, are taken from a German encyclopaedia, which also says:

"Little is known for certain of the history of this ancient game. According to one version, it originated in Portugal and derived its name, as well as the names of the principal cards (Skus, Mond, Pagat), from certain notorious highwaymen and gamblers. Another version holds that Tarok is of French origin. A third version, which seems the most likely, is that about 1400 the Prince of Pisa, Francesco Fibbio, developed Tarok from the ancient Italian game Trappola. Trappola is the oldest card game known in Germany. It required only thirty-two cards. In the course of time the pack was enlarged to seventy-eight cards for Tarock."

Number of players. 1. Three. But four may participate; the dealer then gives himself no cards, but shares in the winnings and losses of the Opponents.

The pack. 2. A pack of 54 cards made by discarding 24 suit cards from the full tarot pack. As manufactured today, the Tarok pack comprises:

(a) 22 trump cards. One of them (the Skus, or Skis, herein called the joker) may bear a picture or simply the number XXII. The other 21 trumps are numbered from XXI to I. The two extreme cards, XXI (Mond) and I (Pagat), have special value and may have special markings.

(b) 32 plain cards, eight in each of four suits here called spades, hearts, diamonds, clubs. In each suit there are four face cards, herein called king, queen, cavalier, and jack. [The full tarot pack also has ten cards in each suit numbered from ace (as one) to ten, but only four of each suit are used in Tarok.]

Rank of cards. 3. The trumps rank: Joker (high), XXI, XX, and so on in order to I.

In each red suit the cards rank: K (high), Q, C (cavalier), J, A, 2, 3, 4. In each black suit the cards rank: K (high), Q, C, J, 10, 9, 8, 7.

Counters. 4. Nineteen cards of the pack are counters, having point values as follows:

Joker	5
XXI	5
I	5
Each king	5
Each queen	4
Each cavalier	3
Each jack	2

The thirty-five cards that have no point value are herein called nulls.

Trick values. 5. The foregoing values given for the counters are not absolute, but determine trick values as follows (but see paragraph 19):

- (a) A trick comprising three nulls counts 1;
- (b) A trick comprising one counter and two nulls counts the value of the counter;
- (c) A trick comprising two counters and one null counts 1 less than the total of the counters;
- (d) A trick comprising three counters counts 2 less than their total.

The deal. 6. The rotation of dealing and playing is to the right, counter-clockwise (instead of to the left, as in most modern games). The three active players are called forehand (at right of dealer), middlehand, and endhand (who is the dealer when no more than three players are at the table).

7. Each player receives sixteen cards, dealt in batches of eight cards at a time. After the first round of the deal, six cards are dealt face down upon the table to form a widow (called the scat or skat in Europe).

Bidding. 8. Forehand declares first, and the bidding continues until a winning bidder is determined. A player who once passes may not bid thereafter. There are only two possible bids: threesome (after the German *Dreier*) and solo.

9. A bid of solo always overcalls a bid of threesome. Furthermore, solo by forehand has precedence over solo by either other player, and solo by middlehand supersedes solo by endhand. If forehand's bid of threesome is overcalled, or middlehand's bid of threesome is overcalled by endhand, the threesome bidder can in each case bid solo and thereby overcall the opposing bidder.

10. If all three players pass without a bid, the deal is abandoned without a score. (*Variant rule:* Forehand in such case scores 25 points. This is actually the prevalent rule in Germany. Since forehand actually calls "Tapp" or "Trapper" instead of passing, the variant is called Tapp-Tarok.)

11. The winning bidder becomes the Player; the other two combine in temporary partnership as the Opponents.

The play. 12. If the winning bid was threesome, the Player picks up the top three cards of the widow and puts them into his hand, then discards any three cards face down. At the end of the play, the discards

belong to the Player and the three untouched cards of the widow belong to the Opponents.

13. The Player may not discard a king. He may discard a trump, but must announce the fact if he does so. (Local rules differ as to whether he must show the trump so that the Opponents will know its rank, or merely announce that he has laid away a trump. Of course the situation is very rare.)

14. *Optional rule.* After seeing the widow cards, the Player may elect to play for *game* or *consolation*. For game, he tries to win 36 or more points in play; for consolation, he tries to avoid winning more than 35.

15. *Variant.* If the top three cards of the widow do not suit the Player, he may expose them on the table and instead take the bottom three. If he then plays, the game counts double. He may similarly reject the bottom three cards, spreading them face up, and reclaim the top three which he rejected. He must then play, the game counting triple. In any case, the Player discards three cards face down; these cards belong to him, while the other three go to the Opponents. In this variant, a bid of threesome can be twice overcalled by the same bid, these overcalls being offers to play the double or triple game. In some localities yet another overcall is allowed, committing the bidder to play at quadruple value.

16. If the winning bid is solo, the widow is set aside, and at the end of the play is added to the tricks of the Opponents.

17. Forehand invariably makes the opening lead, regardless of who is the Player. He may lead any card. After any lead, each other hand must follow suit if able, a trump on a trump, a suit on a suit. If unable to follow suit to a plain lead, a hand must trump if able. If unable either to follow suit or trump, a hand may play any card. A trick is won by the highest trump, or, if it contains no trump, by the highest card of the suit led. The winner of a trick leads to the next.

Melds. 18. Before the opening lead, but after the Player (in a three-some) has discarded, any hand holding a meld must declare it. There are two possible melds: the three trump counters; joker, XXI, and I; and the four kings. Each meld counts 50 in a threesome, 100 in a solo. If each deal is settled as a separate game, melds are settled as soon as the are shown; any meld collects its value from both other players.

Scoring. 19. The Player wins his game if he gathers 36 or more points in tricks, together with his discard; or, if the game was consolation, he takes no more than 35. (Note: This rule derives from former times when the point count of the counters was absolute. With a total of 71 points in counters, 36 is a bare majority. Under the modern rule of paragraph 5—an effort to reconcile the addition of points for tricks with the old constants—the number of points countable per deal varies, and often is 75 or more. In many localities it is therefore the rule that the Player wins only if he gathers a majority of the points in play.)

20. If the Player wins his game, he scores double the number of points he took over 35, plus 50 for threesome or 100 for solo. For example, if he took 48 points, he scores 76 or 126, as the case may be.

TAROK

TRESETTE

21. If the Player fails to make his game, each Opponent scores the value of the bid (threesome 50, solo 100) plus double the number of all points taken by the two Opponents over 35.

22. The score may be kept on paper. In this case, a meld is credited to the holder regardless of the outcome of the play; the Player alone scores if he wins; each Opponent scores if the Player loses. When a session ends, each player settles with every other according to the difference of scores. Or, each deal may be treated as a separate game and settled at once. In this case, melds are paid for as soon as declared; the Player collects from or pays to both Opponents.

Ultimo. 23. If the player wins the last trick with the trump I (Pagat), he scores a bonus equal to the value of the game (threesome 50, solo 100).

24. The Player may, before the opening lead, announce ultimo, i.e. that he will try to win the last trick with the trump I. If he succeeds, he scores a bonus of twice the game-value; if he fails, he loses this amount. Success or failure of ultimo has no effect on winning or losing the game (taking more than 35 points in tricks). If ultimo is announced, and the Player loses his trump I on an earlier trick, he is nevertheless credited with its 5 points if he wins last trick; if he plays the trump I unnecessarily, the 5 points go to the Opponents regardless of who captured the Pagat.

25. After announcement of ultimo, either Opponent may announce contra-ultimo, i.e. that he will try to win Pagat from the Player. (*Note:* Old rules state that he must capture it on the last trick. This is manifestly absurd, since the Player could almost invariably avoid quadruple loss at cost of double loss, by throwing Pagat at some earlier time.) If he succeeds, the Opponents win a bonus of quadruple the game-value; if he fails, the Player collects this amount. (*Note:* the only feasible rule is to allow the Player double bonus for saving Pagat at all, or quadruple if he wins the last trick with it.)

TRESETTE

This is a popular Italian game; but the rotation (counter-clockwise), the 40-card pack and the rank of cards will be strange to Americans.

Number of players. 1. Four, as partners, two against two; partners sit opposite each other.

The pack. 2. 40 cards—the 52-card pack with tens, nines and eights deleted.

Rank of cards. 3. 3 (high), 2, A, K, J, Q, 7, 6, 5, 4. (Note that the jack ranks above the queen.)

The deal. 4. Ten cards are dealt to each player, five at a time.

Rotation. 5. The rotation in dealing and play is counter-clockwise.

Objects of the game. 6. The objects are: to meld certain combinations of cards, and to win counting cards in tricks.

Melding. 7. A player on looking at his hand says (the equivalent of) "Good play" if he holds any of the following combinations: Three or four of a kind, provided the rank of the cards is three, two, or ace; and *nap*, which is A-2-3 of the same suit (any suit). Provided he has made the announcement, a player may then, upon winning a trick, announce what the combination was—as, "three aces", or "nap" (he need not specify the suit).

The play. 8. Eldest hand leads, and each player in turn after him must follow suit if able; if not able he may play any card. The highest card of the suit led wins each trick, which consists of one card from each player. The winner of a trick leads to the next.

9. Upon leading, a player may call upon his partner to "play his best" or to "play the ace" of the suit led.

10. A player may announce, upon playing to the lead of another player, how many cards he has in the suit led.

11. A player may announce, upon leading or playing, that there is another (unspecified) suit in which he is void, or has only one or two cards.

Scoring. 12. Upon conclusion of play, each side scores:

For each meld, 1 point for each card in the combination.

For each ace won in tricks, 1 point.

For each three, two, or face card won in tricks (in effect), $\frac{1}{3}$ point; that is, for each three such cards won, the side scores 1 point, though it scores nothing for an odd one or two of them.

For winning the last trick, 1 point.

13. The first side to reach 31 points and claim the game wins it. The claim may be made during the play of a hand. If the claim is not justified by the score, the other side wins the game.

MEDIATORE

This is a form of Tresette in which there is no melding. Each player contributes 5 chips to a pool before the deal. Partnerships are not fixed, but are determined by the bidding. Nine cards are dealt to each player, and the remaining four are set aside as the widow.

Eldest hand may elect to be Mediator (which is an undertaking to win 6 of the 11 possible points), or may pass; if he passes, the right to become Mediator moves to the player at his right, and so on in rotation. When a player becomes Mediator, he may elect to play alone; or he may call for a specified card and the holder of that card becomes his partner.

The Mediator then takes the widow into his hand and discards four cards. If he called for a card and it is in the widow, he must play alone. When the Mediator plays alone, he must match the pool, putting in 20 chips; when he has a partner, that partner identifies himself and they put in 10 chips each.

Playing and scoring (except for melds) are as in Tresette. The Mediator's discard counts as a trick for him. If the Mediator, or his side, wins the majority of the 11 possible points they take the pool; if he does

TRESETTE

MEDIATORE, PRIMIERA

not, there is no penalty; the pool remains and there is another deal without additional contributions from the players. But a player who becomes Mediator must always match the pool, so on the next deal there will be 40 chips in the pool for the Mediator (and his partner, if any) to match.

PRIMIERA

This ancient game is popular with Italian-Americans. The 40-card pack is used—K, Q, J, 7, 6, 5, 4, 3, 2, A. Four play, and each antes to form a pot. Four cards are dealt to each player; the rotation is counter-clockwise throughout. The object is to make any of the following combinations:

Primiera—one card of each suit; highest ranking.

Flush—four cards of one suit; next-highest.

Fifty-five—ace, seven, six of one suit.

As between combinations of the same class, rank is determined by the point values of the cards: Each seven counts 21, six 18, ace 16, five 15, four 14, three 13, two 12, face cards 10 each.

Each player in turn, beginning with eldest hand (the player to dealer's right), may discard any number of cards and be dealt replacements from the stock. This process continues until any player knocks, whereupon there is a showdown and the highest-ranking hand wins the pot. If hands are otherwise tied, eldest hand has precedence, and after him each player in rotation to his right. If no one knocks when the pack is exhausted, the discards are shuffled and play continues.

•♣ SOLITAIRE ♠•

(PATIENCE)

SOLITAIRES, also called *Patience* (and, often, "Idiot's Delight"), are card pastimes for one person. To win a Solitaire, the player must bring the cards into some prefixed order, pitting his wits against the chance order of the shuffle. The following games are from *The Complete Book of Solitaire and Patience Games*, by Morehead and Mott-Smith.

Definitions. The following terms are defined as used in Solitaire.

PACK. The standard pack contains 52 cards, thirteen cards in each of four suits: spades, hearts, diamonds, clubs.

SEQUENCE. The cards in each suit have a basic rank: K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A (low). In some games, the sequence is continuous, the king being below the ace. Where there are foundations, the foundation cards are the lowest rank, so that ace-king necessarily form a sequence when the foundations are not aces.

LAYOUT. The cards first dealt, before commencement of actual play. All such cards are placed face up, unless otherwise specified. Component parts of the layout may be foundations, tableau, reserves.

STOCK. The rest of the pack after the layout is dealt. The stock is invariably kept face down, additional cards being brought into play from the top of the pile.

WASTEPILE. A pile in which cards turned from the stock are laid face up, if they cannot at the moment be played elsewhere.

ROW. A line of cards dealt from left to right, parallel to the player. When cards in a row are overlapped, only the one at the right end is available.

COLUMN. A line of cards dealt from the opposite side of the table towards the player, perpendicular to him. When cards in columns are overlapped, only the one nearest the player is available. Overlapping columns are best dealt by dealing one row at a time, with each card of a row resting partly upon a card of the row previously dealt.

FAN. Cards spread face up, fan-fashion.

FOUNDATIONS. Cards of a certain rank (or ranks), which are to form the bottoms of piles on which the rest of the pack is to be built.

TABLEAU. An array of cards on which (usually) some building is allowed, under the rules invariably different from those applying to the foundations.

RESERVE. An array (usually a pile) of cards available for play on foundations and tableau. A player may never build on his reserve cards.

SPACE. A vacancy made in the tableau by removal of an entire pile, when the rules permit this vacancy to be filled.

SOLITAIRE

ACCORDION

BUILDING. Placing one card on another, under rules as to how the cards must match.

BUILD. A batch of cards in correct order of building.

AVAILABLE CARD. One that under the rules may be picked up to be moved elsewhere, usually to be built on foundations or tableau. Unless otherwise specified, every card in the layout that is not covered (in whole or part) by another is available, except that cards once built on foundations are never available for removal to another part of the layout.

Options. With a few exceptions duly noted, the following rules govern the player's exercise of discretion:

1. Foundation cards, if not placed in advance, must be moved to a row or column separate from the tableau, as soon as available.

2. It is always optional whether to build a card on another, either in tableau or foundations.

3. Cards built on foundations may never be retracted, e.g. to aid in tableau-building.

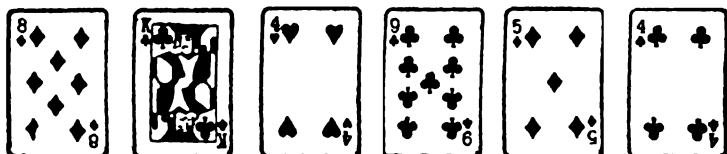
4. Cards built in the tableau may always be "unbuilt" by removal to foundations. They also may usually be transferred from one tableau pile to another, and sometimes into spaces.

5. When cards from the stock are turned over on a single wastepile, the player may "peek" at the next card before deciding whether to play off the wastepile. But "pecking" is barred when there is choice of two or more wastepiles.

ACCORDION

Cards. One pack.

Object of play. To get the entire pack, after it is entirely dealt out, into one pile.



Play. Deal the entire pack in a row, left to right, pausing to make what plays are possible. Whenever a card matches its left neighbour, or the third to its left, in either suit or rank, it may be moved upon that card. It is permissible to deal one additional card, before deciding upon a choice of plays.

After each play, move cards leftward so as to close up the gaps in the row.

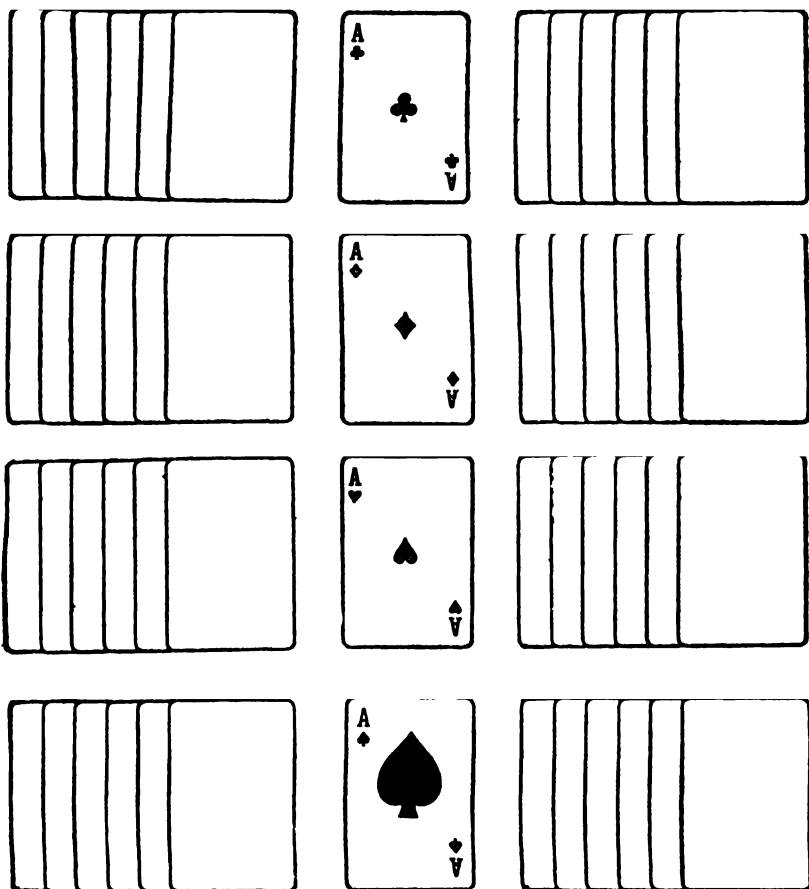
BELEAGUERED CASTLE

Cards. One pack.

Layout. Set out the four aces in a column, for foundations. Deal the rest of the pack in a tableau of eight overlapping rows of six cards

BELEAGUERED CASTLE**SOLITAIRE**

each, four such rows on each side of the foundations. The tableau is usually dealt by columns.



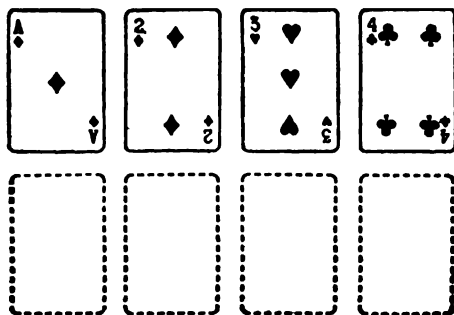
Object of play. To build each suit entire upon its ace.

Play. On the aces, build up in suit and sequence. On the right-end cards of tableau rows, build down in sequence regardless of suit. Only the end card of a row is available. Fill a space (made by removing an entire row) with any available card.

CALCULATION

Cards. One pack.

Layout. Put in a foundation row any ace, deuce, trey, and four-spot.

SOLITAIRE**CANFIELD**

Foundations. The four cards laid out are foundations. They are to be built up as follows, by number alone, regardless of suits:

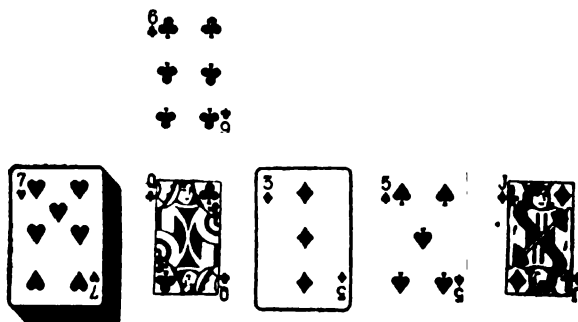
A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K
 2, 4, 6, 8, 10, Q, A, 3, 5, 7, 9, J, K
 3, 6, 9, Q, 2, 5, 8, J, A, 4, 7, 10, K
 4, 8, Q, 3, 7, J, 2, 6, 10, A, 5, 9, K

Play. Turn up cards from the stock one at a time, putting unplayable cards in any of four wastepiles. The piles may be (and should be) spread so that all cards can be read. Any card turned from the stock, and the top card of each wastepile, is available for play to foundations.

CANFIELD

Cards. One pack.

Layout. Deal a reserve of thirteen cards in a pile; a tableau of four cards, dealt in a row to the right of the reserve; and one card above the tableau, for the first foundation.



Object of play. To build each suit entire upon its foundation.

Play. Move the other three cards of same rank as the first foundation to the same row, as they become available. Build on them in suit and

ascending sequence. The ace plays on the king if neither is a foundation.

In the tableau, build in downward sequence and alternate colour, red on black and black on red. The king plays on the ace, unless either is the foundation rank. A whole pile may be moved as a unit on another pile, if the touching cards are in correct sequence and colour. Fill a space at once with the top card of the reserve; after the reserve is exhausted, fill spaces from the stock.

Turn up cards from the stock in batches of three; the top of the batch is available, and so are lower cards when uncovered. Put every batch face up in one wastepile, and when the stock is exhausted, turn over the wastepile to form a new stock. Go through the stock in this way, without limit, until the game is won or comes to a standstill.

Pounce. This is Canfield played by two to seven players. Each has his own pack and makes his own layout, but all foundations are common property, to be played upon by all players alike. The player who first gets rid of his reserve pile wins the game. All packs should have different backs, to facilitate sorting. Play should begin simultaneously on signal, after all players have completed their layouts. A card that reaches a foundation too late must be retracted (or legally moved to another foundation) before the player can resume play.

CLOCK

Cards. One pack.

Layout. Deal the whole pack in thirteen piles of four cards each, all face down. The piles are by tradition arranged in a circle to represent the hours of a clock, with the thirteenth pile in the centre.

Object of play. To get all fours-of-a-kind together.



Play. Turn up the top card of the thirteenth pile. Put this card face up underneath the pile of its number. For example, if the card is a five, put

SOLITAIRE

FOUR SEASONS

it under the pile at "five o'clock". Turn up the top of the pile so increased, and continue in the same way, turning up in each case the top card from the pile of same number as the previous card. If the last face-down card of a pile chances to belong there, take next the top card of the next-higher pile. The game is blocked if the fourth king is turned up before all other fours-of-a-kind are assembled.

CRIBBAGE SOLITAIRE

Cards. One pack.

Object of play. To make the highest possible score in Cribbage hands.

Play. Deal yourself six cards for your hand, then two cards face down for your crib. Lay away two cards from your hand to the crib. Turn up the next card of the stock for the starter. Score your hand, then turn up and score the crib. Discard the six cards and put the starter at the bottom of the stock.

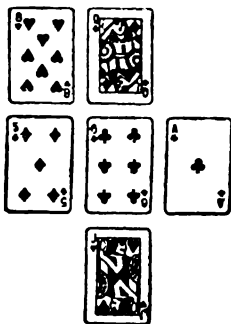
Continue through the stock in the same way, six cards at a time. When only four cards remain, turn them up and score them without a starter.

You may consider that you "win" the game if your total score after running through the whole stock is 120 or more.

Variant. Turn up sixteen cards from the pack, putting them to best advantage in a tableau four to four. Turn the seventeenth card for a starter. Score each row and column with the starter as a Cribbage hand. A total of 61 wins the solitaire.

FOUR SEASONS

Cards. One pack.



Layout. Deal a tableau of five cards, in the form of a cross. Deal one additional card, and place it in a corner of the cross, to form the first foundation.

Object of play. To build up each suit entire on its foundations.

Play. Move the other three cards of same rank as the first foundation, as they become available, into the other corners of the tableau. Build on them in suit and ascending sequence.

Turn up cards from the stock one at a time, putting unplayable cards face up in one wastepile.

On the tableau, build in downward sequence, regardless of suit. Only one card at a time may be moved from the top of a pile to be placed elsewhere. A space may be filled with any available card, from the tableau (to aid in consolidating piles) or from the wastepile.

HIT OR MISS

Cards. One pack.

Object of play. To discard the whole pack.

Play. Deal cards one at a time face up in a single wastepile, counting "ace" for the first card, "two" for the second, and so on. After reaching "king", begin again at "ace".

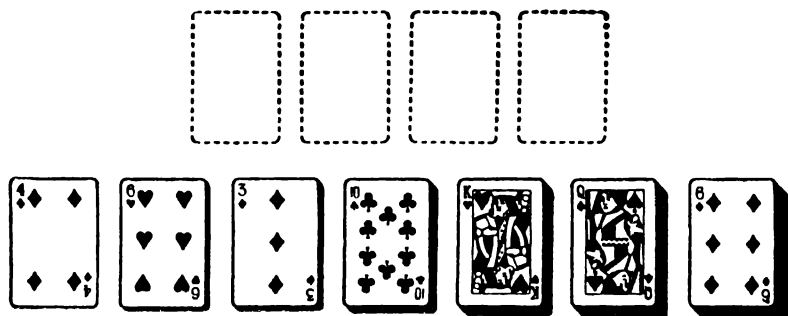
When a card proves to be of the rank called, it is hit. Throw each hit into a separate discard pile. Each time the stock is exhausted, turn over the wastepile without shuffling, to form a new stock, and continue as before, calling the next higher rank after the one called for the last card of the old stock.

You must abandon the game as lost if you go through the stock two consecutive times without scoring a hit.

KLONDIKE

Cards. One pack.

Layout. Deal a tableau of seven piles, respectively of one, two, three, four, five, six, and seven cards; the top card of each pile face up, the other cards face down. The usual method of dealing is by rows.



Object of play. To build each suit entire upon its ace.

Play. Move each ace as it becomes available to a row above the tableau. These are the foundations; build on them in suit and ascending sequence.

In the tableau, build down in sequence and alternate colour, red on black and black on red. All face-up cards on a pile may be moved as a unit upon another pile, if the touching cards are in correct sequence and colour. On baring a face-down card, turn it face up. A space (made by clearing away an entire pile) may be filled only by an available king or by a build with a king at the bottom.

Turn cards from the stock one at a time, putting unplayable cards face up in one wastepile. Go through the stock thus only once.

Multiple Klondike. From two to about six may play a common game of Klondike. Each has his own pack and deals his own layout, but all

SOLITAIRE

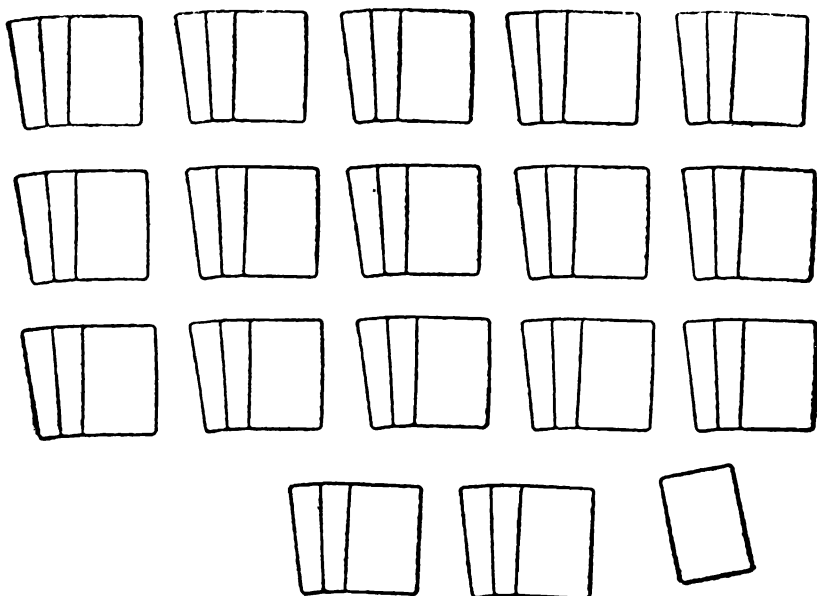
LA BELLE LUCIE

foundations are common property, to be played on by all players alike. The first player to get rid of all his cards upon the foundations wins the game. If none gets rid of all, the player with fewest cards left after play comes to a standstill is the winner. An available ace must be moved to the centre, but the player may refrain from playing any higher card to the centre, if he wishes.

Double Solitaire. Two play, as described in the preceding paragraph; the first player is decided by lot and each player's turn ends when he lays a card on his wastepile, whereupon the other's turn begins.

LA BELLE LUCIE

Cards. One pack.



Layout. Deal the whole pack in seventeen fans of three cards each, with one card left over.

Object of play. To build each suit entire upon its ace.

Play. Move each ace, as it becomes available, to a foundation row. Build on it in suit and ascending sequence.

Available tableau cards may be built on each other in suit and downward sequence. Only one card at a time may be moved from the top of a fan. Spaces made by clearing away entire fans are not filled.

After play comes to a standstill, gather up all cards left in the tableau (leaving foundation piles untouched), shuffle them, and deal a new tableau in fans of three. The tableau may be dealt three times in all.

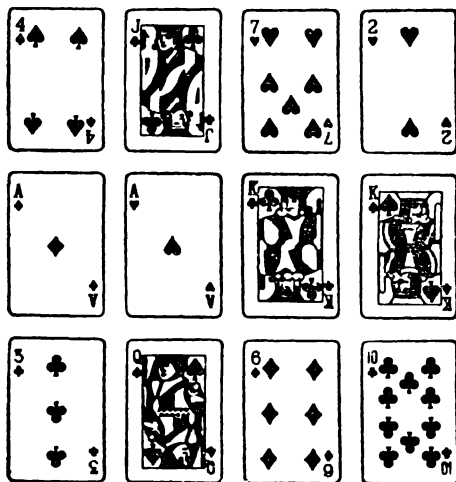
After the third deal, any one buried card may be drawn out of any one fan (to overcome an impasse).

LITTLE SPIDER

Cards. One pack.

Object of play. To build each suit entire upon its foundation.

Play. Deal the whole pack in batches of eight cards at a time, with a final batch of four. Distribute the cards to eight tableau piles, in two rows of four, leaving room for a foundation row between. The final batch of four cards is dealt to the upper row.



After dealing a batch, pause to play what you can. Move two red aces and two black kings, or two black aces and two red kings (choosing as you will), into the foundation row. These foundations may be taken from either row of the tableau.

Build on the ace-foundations in suit and ascending sequence, on the king-foundations in suit and downward sequence.

Before the deal is complete, a card from the lower tableau row is playable only to the foundation in column above it; after the deal is complete, such a card is playable to any foundation. Cards of the upper row are playable to any foundation throughout the game.

After the deal is complete, available tableau cards may be built on each other, in sequence regardless of suit. The sequence may be up or down, and may reverse, and the ace and king are in sequence. A space (made by removing an entire pile) is never filled.

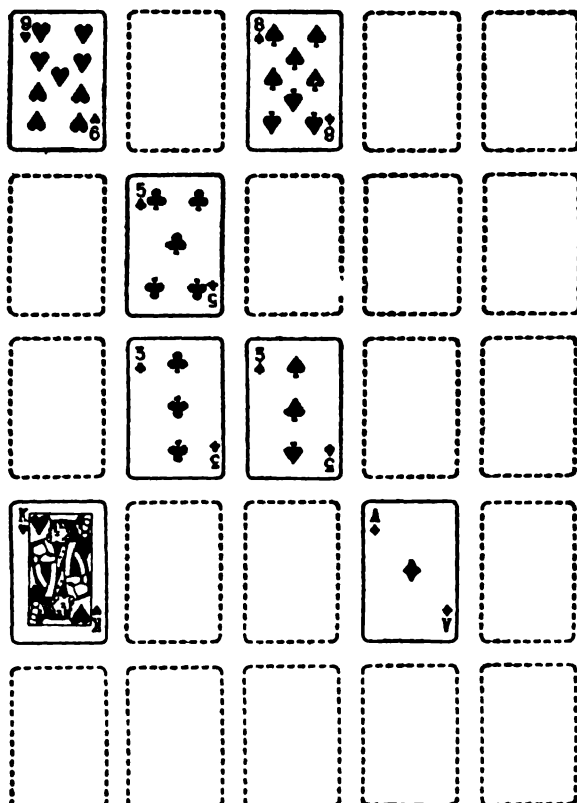
POKER SOLITAIRE

Cards. One pack.

Object of play. To make the best possible total score in Poker hands.

SOLITAIRE

POKER SOLITAIRE



Play. Turn up 25 cards from the stock, one by one, and place them in a 5×5 square. You may put each card wherever you wish, within the square, and the whole game consists in placing them to best advantage. Once laid down, a card may not be moved, and it is not permissible to look at the next card of the stock before deciding where to place a card.

Scoring. The square being filled, compute the total score for the ten Poker hands represented by the five rows and five columns. Choose the count you prefer, between the two following:

HAND	ENGLISH	AMERICAN
Royal flush	30	100
Straight flush	30	75
Four of a kind	16	50
Full house	10	25
Flush	5	20
Straight	12	15
Three of a kind	6	10
Two pairs	3	5
One pair	1	2

SPIDER

SOLITAIRE

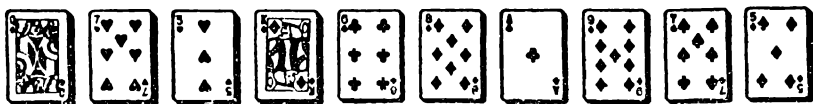
Average scores are about 50 (English) and 145 (American). You may consider that you have "won" the game if you make 60 (English) or 170 (American).

Poker Squares. Any number of persons may compete at Poker Solitaire in a test of skill. Each has his own pack, which he sorts into suits in order to find each named card quickly. A non-playing "caller" shuffles another pack, turns cards up one by one, and names each card aloud. Every player takes the named card from his own pack and places it where he will in his own square. (Or he may write in that card, in a 5×5 grid.) After the 25th card is called, the player having the highest count wins the round.

SPIDER

Cards. Two packs.

Layout. Deal a tableau of ten piles: six cards in each of the first four piles, and five cards each in the others. Turn the top card of each pile face up, all other cards face down.



Object of play. To discard all eight suits from the tableau.

Play. On the exposed tableau cards, build in downward sequence, regardless of suit. (But it is advantageous to build in suit when able.) Ace is low; nothing may be built on it. Kings are movable only to spaces or discard. On baring a face-down card in the tableau, turn it face up. A space (made by removal of an entire pile) may be filled by any available card from the tableau.

The top of each tableau pile is always available. In addition, cards of the same suit and in correct sequence with that at the top of the pile may be moved with it as a unit. (Such a build-in-suit may also be broken at any point.)

Whenever play comes to a standstill, deal from the stock a batch of ten cards, one on each tableau pile. All spaces in the tableau must be filled before such a deal.

Whenever thirteen cards of a suit lie on top of a pile, in correct sequence from ace at top to king at bottom, the suit may be lifted off and discarded. It is not compulsory to discard when able (there may be an advantage in breaking the suit to aid in tableau manipulation).

RUSSIAN BANK OR CRAPETTE

This is a two-hand game, played in the manner of a solitaire.

Layout. 1. Each player is provided with a regular pack of 52 cards. The respective packs must have back designs or colours that make them distinguishable from each other.

2. Each player shuffles the pack to be used by his opponent.

3. Each player counts off twelve cards from his pack and places them face down in a pile at his right, forming his reserve. Then he deals a column of four cards face up above his reserve, extending to the opponent's side of the table. The two columns together, eight cards, are the tableau. The player puts the rest of his pack face down at his left, forming his stock (often called hand).

4. The first player is he whose last-dealt tableau card is lower than his opponent's (if they are the same rank, the next-to-last cards govern).

Beginning play. 5. The first player must begin by moving any aces from the tableau to the centre, the space between the columns. He must build on such aces, if he can, from the tableau, upward in suit and sequence. Having made all possible plays to the centre, he may turn the top card of his reserve face up.

6. The second player, at his first turn, must likewise play first to the centre, if possible. Having done so, he may turn up his top reserve card.

7. After his first turn, a player is always entitled to see the top card of his reserve before making any play, even to the centre.

Building. 8. All aces are foundations and must be moved to the centre as soon as they become available.

9. The foundations are built up in suit and sequence, to kings.

10. On the uppermost tableau cards, builds may be made in downward sequence and alternating colours. Only one card at a time may be lifted off a tableau pile to be transferred elsewhere.

11. The tableau comprises eight piles. A space made by removing an entire pile may be filled by any available card from the tableau or reserve (subject to rules of precedence below).

12. The cards available for building on foundations and tableau are: uppermost cards of tableau piles, top cards of the reserve, a card newly turned from the stock. Tableau builds may be "unbuilt" as the player pleases, to consolidate piles and make additional spaces; but a card once laid on a foundation may not be retracted.

Rules of precedence. 13. The player must make plays in the order given by the following paragraphs. Should he make a play out of order, he may be stopped and forfeits his turn (as explained below).

14. When an available card can be played on a foundation, it must be so played at once. The duty to play to the centre overrides all other considerations, except as provided in paragraph 7.

15. If the reserve card is playable to the centre, it must be played ahead of any card from the tableau.

16. On playing off his reserve card, to centre or tableau, the player must immediately turn up the next reserve card.

17. When no play to the centre is possible, the player may manipulate the tableau as he pleases. There is no compulsion to build from reserve to tableau, but it is usually advantageous to do so at every opportunity. But if the reserve card is playable anywhere, it must be so played before a card is turned from the stock. [The reserve card is playable if a space

exists in the tableau, but is not so deemed because a space could be made.]

18. The player may turn up the top card of his stock if his reserve card is at the moment unplayable, which necessarily means that there is no tableau space.

19. If the stock card is unplayable, it must be placed face up on the *wastepile*, and the player's turn ends. The exposed card of the *wastepile* is *never available*. Even should the stock card be playable, the player ends his turn if he inadvertently places it on his *wastepile*.

20. If the stock card is played, to centre or on the tableau, any new plays to centre or from the reserve thereby opened up must be completed before the player returns to his stock.

21. Subject to the above rules, the player may return to his stock repeatedly, turning up the top card each time and playing it, until an unplayable card shows and thereby ends his turn.

22. When his reserve is exhausted, the player may fill spaces from his stock.

Loading. 23. A player may build cards on his opponent's reserve and *wastepile*, in suit and sequence *either up or down*.

24. Loading is legal at any time that tableau-building is legal and the same cards are available for both (paragraph 12).

Stops. 25. If a player makes any play out of order as prescribed by paragraphs 13-22, his opponent may cry "Stop!" On any such call, regardless of its merits, play must be suspended.

26. If the claim of error is agreed to be correct, the turn of the stopped player ends. If the claim is agreed to be false, the player's turn continues and he transfers one card face down from the bottom of his reserve to the bottom of his opponent's reserve.

27. A play is deemed completed only after the player has removed his hand from a card moved. A call of stop is not valid until an erroneous play is completed.

28. A player may touch any cards at any time, except opponent's reserve, stock, and *wastepile*, for purposes of arranging; if he says "I arrange" or words to that effect, a stop may not be called for the act.

Ending play. 29. When a player's stock is exhausted, he turns his *wastepile* face down to form a new stock. Play continues until one player wins the deal by getting rid of his entire reserve and stock (and *wastepile*).

30. The winner scores 2 points for each card left in opponent's reserve, plus 1 point for each card in opponent's stock and *wastepile*, plus a bonus of 30.

Irregularities. 31. Incorrect build. If a player makes an incorrect build, the error must be corrected on demand, but if it is not noticed until the player has completed a following play it stands as regular.

32. **Exposing cards.** If a player sees more than one card at a time from his reserve or stock, as by turning up two cards together, he may complete his current play but then his turn ends.

33. *Reserve card.* If a player is correctly stopped at a time when there is no face-up card on his reserve, his opponent may require him to turn up a card [to give the opponent the opportunity to load it].

34. *Stop moves.* When a player is correctly stopped for moving a card out of order, the opponent may elect whether to let the move stand or retract it.

35. If a player makes a move out of order, but is permitted to complete a following move before stop is called, the call is void without penalty and the previous play stands.

Other Solitaire Games. A further large selection of games will be found in *Card Games*, by Hubert Phillips.

♣ CARD GAMES FOR CHILDREN ♠

THE games that follow are particularly easy to learn, having few and simple rules. Some of these games offer astonishing opportunity for skill. For example, few games are less a matter of luck than Authors, Concentration, and I Doubt It, which are often played by professional gamblers in order to train the memory. Even Old Maid can be played as a pure battle of wits: it was so played in the German beer-gardens of the '80s, when a burgher stuck with *schwarze Dame* had to pay for the drinks.

Some games that might have been included in this section, as easy to learn and often played by children, have been placed elsewhere for historical reasons: Casino, Snip Snap Snorem, Slobberhannes, Polignac, Lift Smoke, Catch the Ten, Fan Tan and other Stops games, such as Comet. Many of the Rummy games are popular with children.

In all of the following games, the full pack of 52 cards is used. Little is said of shuffling, cutting, etc., because these matters are not important to children. The directions as to dealing are designed to accommodate the greatest possible range in the number of players. The cards may be dealt one at a time or in batches, as the players find convenient. Rules as to playing in turn, following suit, etc., should be strictly enforced, for these are the essence of the game and children quite appreciate the necessity for such rules. In most of the games irregularities should not be penalized; they should be rectified, if necessary, or simply glossed over.

When the nature of the game permits, it is likely to be more enjoyable to children if Poker chips are used for settlement.

HIGHEST CARD

This game is designed for the very youngest age group (five or six), as an introduction to basic principles of card play.

Each player is dealt four cards. The hands are played out in tricks. The highest card wins the trick, suits being ignored. Beginners should be taught the rank of cards as: K (high), Q, J, 10, 9, 8, 7, 6, 5; 4, 3, 2, A. After they are well-versed in the rank, especially as to the face cards, it should be agreed that the ace will be ranked high, above the king. (This change is made to accustom children to the variable rank of the ace.)

The pack need not be shuffled after each deal. The cards of the first

deal are set aside, and new hands are dealt from the stock, and so on so far as the stock lasts. After the final deal the cards are all gathered and shuffled.

For beginners, each deal is a game, won by a player that wins a plurality of tricks. Later, a simple plan of cumulative scoring should be introduced: A game lasts until the stock is exhausted. The number of tricks won by each player is recorded on paper, and the highest total wins the game.

After the children have learned to play the suitless game with ease, the suit principles may be introduced. At first, there is no trump suit, but a lead calls upon other hands to follow suit if possible. Later the use of a fixed trump suit, such as hearts, may be added.

OLD MAID

One queen is discarded from the pack. The pack is then divided into approximately equal packets, one for each player. (Or the pack may be dealt out, one card at a time, as far as it goes.) Each player spreads his cards face up, picks out pairs of the same rank and discards them face up in a common pile in the centre of the table. Players may help one another during this process: there is no necessity for concealment.

When his packet of cards is stripped of all pairs, the player picks it up and shuffles it out of sight of the other players—as, behind his back. Now, there are either three queens or one queen left in play. If one, the first draw is made from the hand holding the queen. If three, the first draw is made from the hand having the most cards, of the three hands holding queens, or the one nearest the left of the dealer if none has a plurality of cards.

The player so elected to give the first draw holds his cards towards his left neighbour—carefully concealing the queen after having shuffled it well in the hand—and the neighbour draws out one card. If this card pairs with one in his hand, he discards the pair. In any case, he then shuffles his hand and allows the player at his left to draw out one card. The play continues in the same way, in rotation. Each pair formed is discarded. Whenever his hand is to be drawn from, a player should shuffle it, then extend it so that his left neighbour cannot see the face of any card—it does not matter if other players sight the cards.

The player left with the odd queen, all other cards having been paired and discarded, is the “old maid” and loses the game.

RANTER GO ROUND

This ancient gambling game is also known as Cuckoo. With the stakes left out, it makes an amusing game for children, and a good introduction to the use of chips. It is best for five to ten players, though as many as twenty may play. Each player is provided at the outset with three chips.

One card is dealt to each player. Beginning with eldest hand (at left of the dealer), each in turn must say “Stand”, keeping his card, or

"Change", in which case he exchanges cards with the player at his left. The latter is bound to exchange except when he has a king; in this case he responds to demand "Change" by exposing the king, and the turn passes to his left. On receiving an ace, two, or three by exchange, a player must at once face it on the table.

When the turn reaches the dealer, he may stand on his original card or exchange it for one drawn at random from the undealt remainder of the pack. Then all cards are exposed, and the player having the lowest "loses a life" and must pay one chip to a pool. King ranks high, ace low. But if the dealer has obtained a king by exchange, he alone loses a life. In any other case, if two or more players tie for lowest card, each must pay a chip.

On losing all three of his chips, a player drops out of the game. The others continue, and the lone survivor wins the game.

SLAPJACK

The whole pack is dealt out. It does not matter if some players have one or two more cards than others. With two or three players, the customary method of dealing is therefore to divide the pack into approximately equal packets, one for each player.

Each player must keep his cards in a packet, face down in front of himself. Each in rotation turns the top card of his packet face up and places it on a common pile in the centre of the table; he should lift the card by the edge farthest from him, and turn it away from him. When the turned card proves to be a jack, the first to slap it wins the entire centre pile. The player turning the card must slap with the same hand. Cards so won are turned face down and put under the winner's packet.

If a player slaps a card that is not a jack, in two-hand play, the centre pile is forfeited to his opponent. The same rule may be applied in three-hand, with the opponents sharing the forfeited pile equally. With more players, one who slaps a card not a jack must give one card from the top of his packet to each other player, the centre pile remaining to be won regularly.

If a player is unable to play in turn, having no cards left, he drops out and the others continue until one of them has won all 52 cards.

When several players slap a jack simultaneously, the one whose hand is nearest the card wins the pile.

MENAGERIE

Each player selects the name of an animal—the longer the better, as rhinoceros, hippopotamus. The cards are dealt out evenly as far as they will go. Each player puts his cards in a face-down pile in front of him. Each player in rotation turns up one card, putting it on the table in front of his pile; when a turned card matches the top face-up card of another player, each of the two players concerned must say the animal-name of the other three times, as "Hippopotamus, hippopotamus, hippopotamus". The player who first completes saying the other's

animal-name takes all the face-up cards of the other. As each player loses all his cards he drops out, and the player who finally has all the cards is the winner.

BARNYARD

This is the same game as Menagerie except that each player selects a barnyard animal or fowl (cow, pig, duck, dog, etc.) and that instead of calling another player's name, one calls the traditional sound made by that player's animal, as, "Quack, quack, quack" for a duck.

WAR

Though it can be adapted for three or four players, War is essentially a two-hand game. The pack is evenly divided between the two. Each player keeps his cards in a packet face down in front of himself. The players simultaneously turn up the top cards of their packets. The higher card wins both cards, which are then put face down under the winner's packet. (Ace ranks high, above the king.) Play continues in the same way, each couple of cards being captured by one player or the other.

When the turned cards are of the same rank, the "war" begins. These two cards are set aside for the moment, each covered by one additional card dealt from the player's packet. (The covering card is dealt face down, in adult games, but face up with children's play.) Then two more cards are turned and compared; the higher wins all six cards in question. If again the turned cards are equal, they are set aside together with an extra card from each player, and a new turn is made to decide the ownership of ten cards. And so it goes on—the war is protracted until finally settled by the turn of different cards.

The game is won by the player who captures all 52 cards. But this practically never happens, for an ace can be lost only as the chance victim of a war. The practicable rule is that the game is won by the player first to win three wars.

BEGGAR-YOUR-NEIGHBOUR

This is a game for two. The pack is divided into approximately equal halves. Each player keeps his packet face down in front of himself. Cards are turned up alternately and placed face up in a common centre pile until a face card or ace appears. An ace calls for four cards, a king for three, a queen for two, and a jack for one. The next player must cover the face card or ace with this number of cards, always provided that only lower cards turn up from his stock. If he turns up a face card or ace himself, before finishing the quota to the previous high card, the obligation switches, and the other must play a due quota on the new card. Whenever the quota of low cards has been duly placed, the player of the high card wins the whole centre pile, which is placed face down under his stock. The winner of the pile then leads to start a new pile.

The game is won by the player who takes in all 52 cards. If a player

is left with no high card in his stock he is bound to lose, for he cannot replenish his stock and must simply contribute his cards until all are gone. The outcome of the play is, of course, a matter of pure chance, determined by the original shuffle.

TWENTY-ONE

Though most "scientific" for two or three players, this game is better played by four or more, so as to reduce the number of cards per hand. The pack is dealt, one card at a time, as far as it will go evenly. Any extra cards are laid aside face up and are not used in that deal.

Eldest hand (at left of dealer) begins by playing one card face up to the centre, announcing its value, as "Four". All aces and face cards count one each; other cards count their index value. Each hand in rotation must contribute a card to the centre, announcing the new total that it makes with the previous cards. For example, if eldest hand starts with a four and the next player contributes a jack, the latter announces "Five".

The total count of cards played must not exceed 21. It is compulsory to play if able, but if unable to contribute another card without going over 21, a player says "Stop". The player at his right then wins all the cards in the centre. The one who called stop leads for a new series of plays, beginning the count again from zero. Play continues thus until all the cards are won. The dealer, playing the last card of all, is always sure of winning at least this one card.

It may be agreed that each deal is a game; the player who captures a plurality of the cards wins. But it is better to keep the score on paper and credit each with the cards he wins; the first to reach a total of 50 wins a game.

TWENTY-NINE

Four play, in two partnerships, partners sitting opposite each other. The full pack is dealt, thirteen cards to each. Aces and face cards count 1 each, other cards their numerical value. The player at the dealer's left leads a card, announcing its value; each player in turn then plays one card, announcing the new total, until 29 is reached. The player who made the total 29 takes the trick, and the player at his left makes the next lead. There are eight possible tricks, and the object is to win more cards in tricks than the opponents. If at any time a player is unable to play without putting the total over 29, play ends, the cards taken in tricks are counted to determine the winner of that deal, and the deal passes in rotation.

FIG

From a full pack take as many fours-of-a-kind as there are players in the game. (The game is best for four or more players—the more, the merrier.) For example, with five players, form a special pack of twenty

cards, five fours-of-a-kind. Any ranks may be chosen, but with very young children avoid face cards, which are easily confused.

Each player receives four cards, dealt one at a time. The play consists in passing cards one at a time to the left, then picking up the card received from the right. Among adults (for Pig is often played as an ice-breaker at adult parties), the customary rule is that every player must put one card face down on the table at his left, and all the cards so placed are picked up simultaneously. The attempt to enforce this rule with children may spoil the game: Better let the players pass cards *ad lib* and allow every player to exhort his right-hand neighbour to hurry.

The object of the play is to collect four cards of the same rank. The moment he receives the fourth of a kind, the player lays his hand face down on the table and touches his nose with one finger. This act should be as unobtrusive as possible. Every other player, as soon as he notices that another has ceased play, must likewise lay his cards down and touch his nose. The last to do so is the "pig" and loses the deal.

DONKEY

The deal and passing of cards are as in Pig. Before each deal, a number of chips, matches, or other tokens, one less than the number of players in the game, is placed in the centre of the table. A player completing four of a kind calls "Donkey" and takes a chip; each other player must then get a chip, and the one player who does not is the donkey.

MY SHIP SAILS

In principle, this game is the same as Pig, but it is designed for older children who can hold seven cards easily. The play of a deal is also more protracted than in Pig.

With three or four players, use twenty-one or twenty-eight cards respectively, comprising any seven cards of each of three or four suits. With five to seven players, use the full pack. In any case, shuffle the pack well and deal it one card at a time, giving each player seven cards.

Every player puts any one card face down at his left; then all players simultaneously pick up the cards at their right. The passing of cards continues until some player collects seven cards of one suit. He then exposes his hand and announces "My ship sails!" The first to make this announcement validly wins the deal.

AUTHORS

The original game Authors was played with special cards bearing the pictures of famous writers; such cards are still widely available. The name has become attached to the same game played with regular cards.

The whole pack is dealt out, one at a time. It does not matter if some players receive one more card than others. (If the number of players is

less than six, some of the ranks may be discarded to reduce the size of the hands.)

Each player in rotation requests another to surrender a specified card. The asker must state both the rank and suit, and must have at least one other card of the same rank in his hand at the time; but may not ask for a card he already has.

The request applies only to the one person addressed. If he has the named card, he must surrender it; if not, he says "No". The same player may continue asking for cards so long as he is successful in obtaining them; on first response of "No" the turn passes to the left.

On collecting four cards of the same rank, the player puts them on the table in front of himself as a "book". The player who has the most books, after all fours-of-a-kind are segregated, wins the deal.

Authors is a game of memory; the player must keep track of who asked who for what, of the ranks in which he himself holds cards. Children who find it too difficult to keep track of suits as well as ranks should play Go Fish instead.

When Authors is seriously played, settlement is usually made with chips. Upon putting down a book, a player collects one chip from each other player; but if he does not put down the book when he makes it (before calling for another card) he may not collect for it. For any violation of procedure, a player pays one chip to each other player, and if he has asked out of turn, or has failed to surrender a card duly, he is barred from making a book of that rank.

Authors is, in essence, a playing-card version of the well-known game, Happy Families.

GO FISH

Each player receives five cards. (In two-hand, some players prefer to start with seven cards.) The rest of the pack is placed face down on the table to form the stock.

Each player in rotation addresses any other and names a rank. The asker must himself hold at least one card of this rank; the preferable way of asking is to expose this card. If the player addressed has any cards of the named rank, he must surrender all of them. A player's turn continues so long as he succeeds in obtaining the cards named. When the one addressed cannot comply, he says "Go Fish!" and the asker must draw the top card of the stock. If it should chance to be of the named rank, he may show it and continue his turn; in any other case, his turn ends.

On getting four cards of the same rank, a player puts them on the table in front of himself as a "book". The player with the most books when the stock is exhausted, and all fours-of-a-kind are segregated, wins the deal.

Note that when a player completes a book by drawing from the stock, having asked for a different rank, his turn does not continue. But the distinction here is sometimes not clear to younger children and seems unfair; if so, the rule may well be reversed and the turn continued in this case too.

SPADE THE GARDENER

This game [taken from Vernon Quinn's *50 Card Games for Children*] is Authors designed for greater hilarity. Twenty cards are used, K, Q, J, 10, A of each suit. The ♠K is Spade the Gardener, the ♠Q, Spade the Gardener's wife, the ♠J, Spade the Gardener's son, the ♠A, Spade the Gardener's servant, the ♠10, Spade the Gardener's dog. (With six or more players, add the nines and eights to the pack, whereupon the ♠9 will be Spade the Gardener's cat, and the ♠8, Spade the Gardener's canary.) Likewise, the ♦K is Sir Hinkarn Funniduster, and the other diamonds are respectively his wife, son, servant, dog (cat, canary); the ♥K is Sir Hearty John, and the ♣K is Club the Constable. Each card must be asked for by its name; the ♣10, for example, must be designated as "Club the Constable's dog". A player who asks incorrectly must give one of his own cards to the player asked. The object is to get an entire suit, not four of a kind. It is not necessary to have a card of the suit asked for.

CONCENTRATION

This is a game for two players. (It is often called Memory, or Pelmanism.) The pack is thoroughly shuffled, then spread face down on the table so that every card is detached from every other. If the space available will not accommodate the full pack, reduce it by discarding some fours-of-a-kind.

The first player, chosen by lot, turns any two cards face up. Having turned them up, he removes his hand so that all may see them. If they are a pair (as, two kings) he removes them from the centre and puts them in a pile of his own. If they are not a pair, he turns them face down, and his opponent then plays.

The whole game consists in remembering the position of cards previously exposed, so as to capture a pair whenever the second card of a rank is exposed. The player having the majority of cards, after all cards in the centre have been taken, wins the game.

An important rule is that cards must not be moved away from their places on the table, in the course of turning them up and down. To shuffle them about interferes with the visual memory of their respective positions.

A more difficult variant, for players with very good memories, is to turn up four cards at a time and capture them only in fours-of-a-kind.

STEALING BUNDLES

This game is simplified Casino, playable by children who have not yet mastered addition. Follow the rules of dealing for Casino (page 259). Cards may be taken in only by pairing, tripling, or quadrupling cards of the same rank—there is no building. Each player must put the cards he wins in a pile face up, and his pile is subject to capture by his opponent—by pairing the top card with a card from the hand. The deal is won by the player having the majority of cards after the stock is exhausted. Cards left on the table belong to the player who was last to take in.

GO BOOM

Each player receives seven cards. (This number may be reduced to five for small children, in which case the pack should be reduced by discarding all the face cards.) The rest of the pack is placed face down on the table to form the stock.

Eldest hand (at left of the dealer) makes an opening lead. Each other hand in rotation must play a card of the same suit or the same rank. If unable to comply, the player must draw up to three cards from the top of the stock. If unable to play after drawing the third card, the player passes, and the turn goes to the left. Whatever cards have been played to the lead, after the player at the right of the leader has had his turn, constitute the trick. A trick is won by the highest card of the suit led. The winner of a trick leads to the next.

The tricks, of no value in themselves, may be tossed in a common pile in the centre of the table. The object of play is to get rid of all the cards in the hand, and the first to do so wins the deal.

The method of scoring should be suited to the age group. For the youngest, each deal is a separate game. For an older group, the winner of a deal is credited with one point for each card left in the loser's hands, and the player first to reach 50 wins a game. For a still older group, the cards left in a loser's hand may be charged against him at their index values, with aces one and face cards ten. The player who has the lowest cumulative score when another reaches 100 wins a game.

I DOUBT IT

(Also known as Cheat)

With five or fewer players, one pack may be used. With six or more, two full packs should be shuffled together. The two-pack game is better, and the more players, up to about nine, the better. Since a player may at times have thirty cards or more, the game is scarcely playable by children younger than nine or ten. It is most popular among teen-agers; the necessity for bluffing makes for both hilarity and the exercise of real skill.

The whole pack is dealt out. It does not matter if some players have one card more than others. To save time, the cards may be dealt in batches of two or three or more.

Eldest hand (at left of the dealer) begins the play, by placing a number of cards in a packet face down in the centre of the table, and announcing the number of cards and their rank, for example, "Two aces". The number of cards in the packet must be stated correctly: often the cards are played in fans, so that all may verify the number. The rank announced is fixed by rotation: eldest hand must begin with aces, the next player must announce twos, the next player threes, and so on in ascending rank. After kings have been played, the next player must announce aces again, and so on continuously. Each must play to the centre in turn, playing at least one card, and any number more up to four (with one pack) or eight (with two packs).

But the cards played need not be of the announced rank. In fact, a player must often falsify on this point, for he must play in turn and announce the next rank in rotation, even when he has no cards of that rank.

After each play, any player at the table may cry "I doubt it!" The first to call has precedence. If the last player has put into his packet any card not of the announced rank, he must then pick up the whole of the centre pile and add it to his hand. But if his packet was strictly in accord with his announcement, as three jacks when he announced three jacks, the doubter must take the centre pile.

The interruptions due to calls of "I doubt it!" do not affect the rotation of rank and of the turn to play.

The player first to get rid of all his cards wins the deal.

Experience shows that a player can often gain by doubting repeatedly during the early play, in order to get desired ranks into his hand. On this account, some limitation on doubting is necessary in sharp company. The usual rule is that the right to doubt passes in rotation to left of the player; some circles enforce the rule that only the player at the left may doubt. As a usual concomitant of any such limitation, successive packets played are laid crosswise so as to remain segregated; when a player is doubted and has actually "cheated", he must expose the actual cards he played before taking them back with the rest of the centre pile. Thus the "cheater" is compelled to give some slight information about his hand.

·3 VINGT-ET-UN ·

ALSO called Twenty-one, Blackjack (American), Van John (British), this is one of the most ancient of card games, dating back to the seventeenth century, and is still among the most-played games both as a home diversion and as a gambling game. As to why it is called Black-jack, there is not even a good theory; the jack of spades and clubs have no particular significance in the play, there is no known connexion with any historical personage nicknamed Black Jack, and a player is no more likely to be blackjacked or bludgeoned in this game than in many others.

Number of players. 1. Two to twelve.

The pack. 2. The game may be played with a 52-card pack or with a double pack of 104 cards; a joker or blank card should be placed face up at the bottom of the shuffled pack, to mark the point at which reshuffling is obligatory.

Dealer. 3. There may be a permanent dealer; or the pack may be shuffled and cards dealt face up to the players in rotation until a jack (as some play, a spade or club jack) shows, marking the first dealer.

4. When the dealer is not permanent, each dealer's turn to deal ends, and the new dealer is decided, as provided in paragraph 24. A player privileged to deal may sell his privilege at auction and the highest bidder replaces him as dealer; the auction may be conditioned on a minimum selling price, and unless that price or more is bid the dealer need not sell.

Values of cards. 5. Each face card counts 10, each other card except the ace counts its numerical value, and each ace counts 1 or 11 at the holder's pleasure.

Object of the game. 6. Each player's object is to achieve a count of 21 in two or more cards, or as nearly 21 as possible, without going over 21.

7. A player may change the count of an ace in his hand as often as he wishes, except that an ace is never counted as 11 if it would put the player over 21.

The deal. 8. The dealer gives each player, including himself, one card face down; at this point the deal may be interrupted for the placing of bets, as provided in paragraph 12. The dealer then gives each player one more card, face up. The rotation in dealing is clockwise, beginning with eldest hand (the player nearest the dealer's left).

9. *Optional rules.* All cards, except the dealer's second card, may be dealt face down; or all cards, except the dealer's first card, may be dealt face up. [The latter method is slightly more advantageous to the player.]

10. Having completed the deal of two cards to each player, the dealer (if he has an ace, face card or ten for his face-up card) looks at his face-down card. If his two cards constitute a count of 21 (ace and face card or ten, called a *natural*) he shows them and collects forthwith the bet of each player who does not also have a natural. The cards of all players are then discarded and there is a new deal. If the dealer does not have a natural, he offers additional cards to each player in rotation, beginning with eldest hand. This begins *the draw* (see below).

Betting. 11. Before the deal begins, each player bets one or more chips that his hand will beat the dealer's. The dealer may place a limit on the amount each player may bet.

12. *Optional rule.* After one face-down card has been dealt to each player, the deal is interrupted for the placing of bets. Each player except the dealer, after looking at his card, may bet any amount up to the limit. The dealer, after looking at his card, may require each player to double his bet. Each player then has the option of redoubling his bet.

The draw. 13. Each player in rotation, beginning with eldest hand, may stand on his first two cards or may draw additional cards, one at a time, dealt face up by the dealer, until the player decides to stand.

14. If a card drawn by a player gives him a count of more than 21, he must show and then turn down all his cards, and forthwith pay the dealer the amount of his bet. This payment is in no case returnable.

15. If a player stands with a count of 21 or less, the determination of his bet is held in abeyance until all other players and the dealer have had a chance to draw or to stand.

16. If a player has a natural (ace and face card or ten) the dealer immediately pays him twice the amount of his bet. (*Variant.* In gambling houses, the dealer pays one and one-half times the amount of the bet.)

17. When all other players have drawn, the dealer may either stand or draw, the same as the players. (In many games, the dealer must stand when his count reaches 17 or more, must draw while his count is 16 or less. He must count an ace as 11 if it gives him 17 or more.) If the dealer, in drawing, goes over 21, he pays every player who stood on 21 or less. If the dealer stands on 21 or less, he settles separately with each other player who stood; paying when that player is closer to 21, collecting when he is closer to 21. When the dealer and a player have the same count, 21 or less, their bet is a stand-off. (*Variant.* In informal games, ties pay the dealer; this gives the dealer a tremendous advantage.)

Shuffling. 18. Before the first deal, the dealer shuffles the pack and places the blank card or joker face up at the bottom; or, if such card is not in use, he *burns* a card by exposing it and placing it face up at the bottom. If the card burned is an ace, the pack must be reshuffled and another card burned.

19. As each player's bet is settled, the dealer places that player's cards face up on the bottom of the pack.

20. The pack as originally shuffled is used for successive deals until the first face-up card is reached. All cards not in play are then shuffled, the blank card or a burned card is placed face up at the bottom, and the deal is continued.

Players' options. 21. *Splitting pairs.* A player whose first two cards are a pair may play them as two separate hands, putting the amount of his original bet on each. When his turn comes, the dealer gives him one card face down to each card of the pair. The player may draw to, or stand on, each of the hands, in whatever order he wishes, or alternating as he pleases, until he has stood or gone over on both. A natural made after splitting a pair is paid for the same as a natural made in the first two cards. (*Variant.* Any pair but aces may be split.)

22. *One down to eleven.* A player whose first two cards total 11 [as, a seven and a four] may double his bet and draw one card face down. He may not thereafter draw, but must stand on the three cards.

Bonuses. 23. A player (but not the dealer) wins his bet forthwith, and at the following increased values:

(a) If he stands on five cards counting 21 or less, double his bet; six cards, four times his bet; and so on, doubling again for each additional card.

(b) If he has three sevens, three times his bet.

(c) If he has 8-7-6, double his bet.

Change of dealer. 24. Except when the dealer is permanent, a player who is dealt a natural in his first two cards becomes the dealer at the end of the current deal, provided the dealer does not have a natural. If two or more players have naturals, and the dealer does not, the deal goes to the natural nearest the dealer's left. (*Variant.* The deal rotates as in Poker and other games, after each deal.)

Irregularities. 25. There is no misdeal, as applied to cards already dealt. A player who is dealt too many cards, or is given a card he did not ask for, may accept or reject the extra card. A player who is dealt too few cards may drop out, withdrawing any bet he may have made, or may have additional cards dealt him, when his turn comes, from the top of the pack.

26. *Reshuffling.* If a card is faced in the pack, or if the dealer failed to burn a card, he must reshuffle on demand of any player.

27. *Exposed cards.* If a card dealt to a player is improperly exposed, he must keep that card; but he may have his next card, if any, dealt to him face down. A player may accept or reject a card faced in the pack (or paragraph 25 may apply).

28. *Optional.* If a player is found to have stood on a count of more than 21, he must pay twice the amount of his bet.

29. *Failure to announce a natural.* If a player does not show a natural at least by the time his turn to draw comes, but instead stands without showing it, he must play it as a count of 21, cannot collect a bonus for it, and merely ties (or loses, if that is the rule) if the dealer's count is

also 21. If the dealer fails to announce a natural before permitting a player to draw, he must play it as a count of 21.

Pointers on play. Customary terminology in Vingt-et-Un is: A player says "Hit me" when he wishes to draw a card; a player is said to "bust" when his count goes over 21. When dealer stands on a count under 21 he announces the lowest count that will beat him; for example, standing on 18 he says, "I'll pay 19."

To draw one card down to eleven is unwise. To split any pair but aces is probably unwise, and to split fours, fives, nines, or tens is surely unwise. Aces should be split if the rule permits.

When the dealer's face-up card is a seven or higher, or an ace, a count of 15 or lower should be hit; 16 or higher, stand. When the dealer's face-up card is a six or lower, except an ace, stand on 14 or more, and hit anything lower. The ace, however, should be considered as counting 1 unless counting it 11 will make the count 18 or better.

In no game that has been played for high stakes over so many years has there been less analysis of the science of play than in Vingt-et-Un. The only available guide to strategy is empirical; no one has more than his opinion on which to estimate the advantage of the dealer. Estimates of this sort have placed the house advantage in the gambling-house game (in which all cards are dealt face up, dealer collects only singly and pays one and one-half times for naturals, dealer must hit 16 and stand on 17, and bonuses are not paid) at $7\frac{1}{2}$ per cent to 10 per cent. This is an ample profit, but others say the theoretical profit is far less, and that the greatest house advantage lies in the skill of the dealer. The dealer's great advantage in any game, however much the rules cater to the player, is in that he collects immediately from players who bust.

The chances are that you will improve your hand if you hit 14 or under, and that you will bust if you hit 15 or higher; but this knowledge means little, because improvement may or may not be necessary to win or tie. If 17 is surely going to lose for you, it must be hit even though there is at best about $\frac{1}{3}$ chance of improvement; similarly, if the dealer is likely to bust, hitting 14 may be trading a 3-to-2 advantage for little more than an even-money chance. Since there is no (honest) way of knowing what card the dealer has face down, the proper play is usually a choice of evils: For example, dealer has a nine showing and your first two cards give you 17. If you stand on your 17, it is true that you figure to get back only about 63 per cent of the amount you bet; but you must nevertheless stand, because if you draw you figure to get back only about 40 per cent. Barring freak cases in which most of the high cards have fallen and most of the low cards remain undealt, there is no case in which it pays to hit 17 or higher.

HOUSE RULES IN VINGT-ET-UN

In hardly any game are there more variations in practice than in Vingt-et-Un; not even the gambling houses are in general agreement,

except on the proposition that dealer must hit 16 and stand on 17. Some of the house rules encountered are:

Doubling the bet. A player may take "one down for double" if his first two cards total 9 or 10, as well as 11. If he doubles on 9 and draws a deuce, he may double his bet again and take one down to the 11.

Split pairs. A 21 in two cards after splitting a pair of tens or face cards does not win automatically and does not receive a bonus.

Any two 10-point cards may be split; they need not be a pair.

The two hands produced by splitting a pair must be played in regular rotation, the player first completing play on the one nearer dealer's left before he begins to play the other.

Aces may be split, but the player may then take only one card down to each, as when he has 11 in his first two cards.

Reshuffling. When the dealer reshuffles, he must omit dead cards from the current deal.

Insurance. When the dealer's first card is an ace, the house will bet a player 2 to 1 that dealer will not get a natural; the player may not bet more than he previously bet on his hand. (Some houses set a lower, or an arbitrary, limit on an insurance bet.) When the dealer's first card is a face card or ten, the house will bet 4 to 1 against a natural. The result of an insurance bet in no way affects the result of the bet on the hand.

Bonuses. Special bonuses are often paid on 6-7-8 in the same suit; on making 21 in a hand including three aces; on making a natural with A-J of spades or with any black ace and black jack; on making 21 (exactly) in six or seven cards.

Irregularities. In houses where one or more of a player's cards are dealt face down, a player is often paid his bonus for a natural even if he failed to claim it when it was dealt or in his turn.

If a player permits the player at his left to draw ahead of him, he must stand on the cards he has. (But some houses permit a player to reserve his right to draw cards, whether or not he has drawn a card in turn, and then to draw after the last player but before the dealer has had a chance to draw.)

If a player receives too many cards in the original deal, his hand is dead but the bet is a stand-off. If the dealer gives himself too many cards, an extra face-up card is dead, and any face-down card but the one that came from the top of the pack is dead, and play continues.

When the next card to be dealt is faced in the pack (but does not mark the end of the shuffled cards), a player may not take it but the dealer must take it if it would fall to him; except that if the previous card brought the dealer to 17 or over, the card is dead.

Dealer hits a "soft" 17 (one that includes an ace) if the ace is exposed, not if the six is exposed.

GAMES SIMILAR TO VINGT-ET-UN

Farmer, or The Farm. In *The Academy of Play* (1764), The Farm was described as an ancient game. The pack has only 45 cards, all

eights and the sixes of spades, clubs and diamonds being deleted from the 52-card pack. Everyone contributes equally to a pool, and then there is an auction to determine who shall contribute additionally (the amount of his high bid) and become the dealer, or farmer.

The object is to reach a count of 16, without going over. Aces count 1 each, face cards 10 each, other cards their numerical value. First one card is dealt to each player, after which each in turn must draw one or more cards and may stand after the draw of any card. A player who goes over must pay the farmer one chip for each point over 16. The pool goes to the player who has 16; if two or more have 16, the six of hearts wins; next in precedence, the hand with the fewest cards; next, the hand nearest the dealer's left. If no one has 16, the pool goes over to the next deal, which is by the same player, and the player closest to 16 collects one chip from each other player (if two or more players tie, precedence is established as stated above). A player who has 16 and wins the pool becomes the farmer for the next deal.

Seven and One-half. This is the same as Vingt-et-Un, but played with the Spanish pack of 40 cards (no tens, nines, or eights), with face cards counting $\frac{1}{2}$, aces 1, other cards their numerical value. The object is to reach $7\frac{1}{2}$, or as close as possible, without going over; $7\frac{1}{2}$ in two cards is a natural, but a player has the privilege of standing on his first card.

Macao. This is played like Vingt-et-Un, but face cards and tens count zero, ace counts 1. Bets are placed before the deal begins. One card is dealt to each player, and each may draw as in Vingt-et-Un; but a nine on the first card immediately collects triple the bet, and eight double, a seven singly, with a nine beating an eight or seven, and an eight beating a seven. Ties are a stand-off. If a player goes over 9, he loses forthwith.

Quinze. (Quince, or Fifteen.) The usual form of Quinze is for two players. They ante equal amounts to form a pool. One card is dealt face down to each; then non-dealer accepts as many more cards face up as he wishes. His object is to get as near as possible—under or over—to a total of 15. An ace counts 1, a face card 10. After he stands (he never busts as in Vingt-et-Un), the dealer draws what cards he wishes, face up. After he stands, the two hole cards are turned up, and the hand nearer to 15 but not over wins the pool. A hand that is under wins against one that is over. If the two tie under 15, on 15, or if both are over (regardless of relative excess), the deal is a tie, and the pool remains to be won later, increased by subsequent antes.

A variant played in Europe can be played by any number up to about seven. There is no ante. Each player receives one card face down, then each in turn draws what additional cards he wishes face up. But a hand that goes over 15 must drop out (as in Vingt-et-Un). The survivors bet as in Poker, beginning with the one nearest the left of the dealer. The players who stay right through to the showdown, expose their hole cards and the best takes the pool, or equal hands divide it.

THIRTY-FIVE (TRENTA-CINQUE)

This popular Italian game has been adopted (in slightly altered form) by many American card-playing groups. Both the original game and some of the popular variations are described in the rules that follow.

Number of players. 1. Four play, each for himself. Two or three may play, in which case not all the cards are dealt; or five may play, using the American instead of the Italian pack.

The pack. 2. 40 cards—the 52-card pack with the tens, nines and eights deleted. If five play, the full 52-card pack should be used.

Values of cards. 3. Each face card counts 10, each ace 1, each other card its numerical value.

The pool. 4. Before each deal, each player contributes 5 chips to a pool.

The deal. 5. After the cards have been shuffled by the dealer and cut by the player at his right, the cards are dealt one at a time in rotation (in the original game, the rotation is to the right); on the first four rounds of dealing, one card is dealt to each player and one is dealt to a widow, and thereafter one is dealt to each player, so that finally each player holds nine cards and there is a widow of four cards.

6. The first dealer is decided by lot; thereafter, the turn to deal rotates (to the right or left, depending on whether foreign or American customs are being followed).

Object of the game. 7. The objects are (1) to have in one's hand cards of a single suit having a point value of 35 or more, (2) to hold and collect bonuses for a hand without a face card (*beggar*), and for K-Q-J of the same suit (*royale*).

Bidding. 8. Each player in turn, beginning with eldest hand (first player to receive a card in the deal) may pass and discard his hand, or may bid one or more chips. Each bid must be higher than the preceding bid. The bidding continues until three players have passed. Having once passed, a player may not bid.

(*Optional rule.* No one may bid more than 5 chips. When a player bids 5, the bidding is ended. The high bidder, whatever his bid, must then announce the point value of the best suit in his hand; each active player in turn after him, excluding players who have passed, may then announce any higher count, but need not if he does not choose to. A player who announces the highest count is deemed to be the high bidder, and his bid is deemed to be the highest bid made.)

Bonuses (optional). 9. When the higher bidder has been determined, any player who has not passed may show a hand without a face card, or K-Q-J of any suit, and collect 2 chips from each other player in the game, including players who passed.

Taking the widow. 10. The high bidder pays into the pool as many chips as he bid. He then takes the widow into his hand. If he can then

show a suit whose point value is 35 or more, he takes the pool. If he cannot, the pool remains for the next deal.

11. *Optional rule.* A player who is dealt a suit having a point value of 35 or more may show it and forthwith collect the pool; if two or more players have such a suit, they divide the pool equally. All point values of 35 or more rank alike.

12. *Optional rule.* If the high bidder makes 35, he takes only the amount of his bid from the pool (and if the pool amounts to less than he bid, he takes only the pool); if he does not make 35, he pays the amount of his bid into the pool. Any chips remaining in the pool go over to the next deal.

Irregularities. 13. If a player announces any point value and cannot show it on demand, before or after taking the widow, he must pay into the pool as many chips as there are in it and then discard his hand. (It is the custom for the high bidder immediately to show the cards proving whatever total he announced.) If the hand of the high bidder is invalidated in this way, the previous high bidder becomes the high bidder and the game continues.

STOCK MARKET

There may be any number of players up to eleven. A 52-card pack is stripped so that it includes any four face cards plus one card of each suit for each player, beginning with the ace and ranging upwards through the 2, 3, 4, etc.: In a six-hand game there would be A, 2, 3, 4, 5 of each suit plus four face cards.

The face cards count 0, each ace 1, each other card its numerical value.

Two cards are dealt to each player, face down. The object of the game is to guess the total count of all cards dealt; this is the "market price". In private transactions, the players buy and sell a fictitious stock whose market price is this total. When there is no more trading, all dealt cards are exposed and their values totalled. Each player then pays each other player for the number of shares he bought from that player and collects from each other player for the number of shares he sold to that player, winning or losing on the net sale according to how well he estimated the market price.

A record is kept of the transactions, and the simplest form of settlement is this: Any player whose transactions resulted in a net sale of shares below the market price, or who bought above the market price, puts into a pool the amount he lost thereby. The successful purchasers take their respective shares from this pool.

·♣ BACCARAT ♠·

BACCARAT is the principal card game of European casinos and is played somewhat in British countries, but is almost unknown in the United States. The variant Chemin de Fer (page 376) is more often played everywhere, and is quite popular among American gamblers. Supposedly, Baccarat is played with a fixed banker (in some Riviera casinos, the "Greek syndicate" has traditionally monopolized the bank), but in practice the bank goes to the highest bidder—the person who agrees to put up the largest bank. Chemin de Fer is always played with the right to be banker passing in rotation among the players.

Number of players. 1. The acknowledged players are the banker, or dealer; and two to twenty *punters*, or players against the dealer, seated at a circular or oval table. Any number of bystanders may stand around the table and bet, but they have no prerogatives in precedence.

The pack. 2. From three to ten 52-card packs are shuffled together and toppled over on the table or placed in a dealing box, or *shoe*, which facilitates pulling out one card at a time, face down.

The deal. 3. The dealer deals three hands of two cards each, dealt face down, one at a time: A card to his right, a card to his left, a card to himself; and another card to each hand, in the same order. The deal and play of these hands constitute a *coup*.

Object of the game. 4. Each face card or ten counts zero, each ace counts 1, each other card counts its numerical value.

5. The object is, in two or three cards, to achieve a count (*point*) of 9 or, if not 9, as high as possible. When the count of a hand is over 10, only the final digit counts; a nine and a six count 5, not 15.

Betting. 6. Before any card is dealt, any punter may bet *on the right* (that the hand dealt to the right will beat the dealer's hand); or *on the left*; or *à cheval* (that the dealer will lose both, the bet being called off if dealer neither wins nor loses both).

7. The dealer announces the amount of his bank before the first deal; thereafter, the bank consists of the original sum plus winnings and minus losses. The dealer is not responsible for the payment of bets in excess of the current value of the bank.

8. The dealer's winnings must be added to the bank and become available to cover the bets of punters. The dealer may add to the bank at any time. The dealer may relinquish the bank, but may not withdraw

part of it. If the dealer relinquishes the bank, he may not bid in the auction for the next bank.

9. Before each coup, the bank is deemed to be divided in two equal portions, one available to each side (unless there is a banco; see paragraph 11). Any portion of either half not bet by one side may be bet by the other. Any remainder may be bet by the bystanders. Players at the table may bet à cheval only against a remainder of the bank not taken by either side.

10. The player nearest the dealer's right takes what part of the bank he chooses as a bet on the right; then the next player to the right, who is privileged only to bet what part of the bank is left, or any portion thereof; and so on. Similarly, the player nearest the dealer's left may take whatever portion of the bank he chooses as a bet on the left, the remainder being available to the player at his left, and so on around the table. The order of precedence is circular, so that the player first in precedence to the right is last in precedence to the left, and vice versa.

11. If any player (whether or not at the table) calls *Banco*, he undertakes to bet the entire amount of the bank, and takes precedence over all others who would bet, except that any player before him in order of precedence may supersede his banco by betting the entire amount of the bank. At the table, the precedence on banco is: the player at the dealer's right, then the player at his left, then the second player at the right, and so on. Upon call of banco, all lower bets previously placed are withdrawn. If a banco results in three consecutive stand-off coups, it must be withdrawn. There may be only one banco during the tenure of any bank; and on any coup after the first, dealer may refuse it and withdraw his bank.

The players. 12. For the first coup, the first player on the right plays the hand dealt to his side, and the first player on the left plays the hand dealt to his side. The right to play for one's side continues until that side loses a coup, when it goes to the next player in precedence on that side; it never passes to a punter on the other side, but returns to the first player again. A player may forgo his right to play, passing it to the next in precedence. The dealer always plays his own hand.

13. A player who bancos may play both hands against the dealer, or may designate others to play one or both of them; he may place his entire bet on either side, or may divide it as he pleases.

Procedure of play. 14. The dealer is first to look at his two cards. Then:

(a) If the dealer's point is 8 or 9 (*natural*), he shows his cards. The right then looks at his cards and shows them; if his point is not 8 or 9, or if his point is 8 and dealer's is 9, the dealer takes the bets on the right; if his point is the same as dealer's, 8 or 9, bets on the right are withdrawn; if his point is 9 and dealer's is 8, the dealer pays bets on the right. The left then looks at and shows his cards; he loses, has a stand-off, or wins, as did the right.

(b) If the dealer's point is 7 or under, he says, "I give." The hand on the right may then show a count of 8 or 9, whereupon the dealer pays bets on the right; or may ask for a card, in which case the dealer gives

him one more card and turns it face up; or may stand on his first two cards. The hand on the left may then show and collect on 8 or 9; or draw a card face up; or stand. The dealer may then draw a card, or stand. Then all cards are exposed and the dealer pays a side whose point is higher than his, collects from a side whose point is lower than his, and has a stand-off with a side whose point is the same as his.

15. When there are too few cards in the shoe for another coup, the bank is ended and an auction is held to determine the next dealer. (Seven or fewer cards are deemed insufficient for another coup. Six packs shuffled together produce about thirty-five coups.)

16. If the dealer withdraws the bank, all the cards are reshuffled for the next bank.

Irregularities. [Nearly every casino has its own elaborate house rules governing Baccarat play and irregularities in great detail.] 17. If a card is found faced in the pack before a coup, or after the hands have been dealt, it is discarded; if found during the deal of the hands, a punter may either accept or reject it, but dealer, if it would fall to him, must accept it.

18. If the dealer gives an opponent three cards in the original deal, that hand is dead and bets on that side are withdrawn.

19. If the dealer gives an additional card to a player who did not ask for it, and the card has been shown, it is discarded.

20. The dealer is not required to pay bets in excess of the bank. Bets are settled with the players in order of precedence; if they exceed the bank, the first player to the right is paid first, then the first player to the left, then the second player to the right, and so on.

21. If a punter stands on 4 or under, or draws to 6 or higher, and his side loses, he must pay the losses of all punters who bet on his side but is not responsible to bystanders.

Pointers on play. The player on each side must stand on 6 or 7, draw to 4 or under, and has the option on 5. The dealer's correct play against either player considered separately is: If the player stands, dealer should stand on 6 or 7 and should draw to 5 or under. If the player draws, the dealer's correct play (which is printed on the shoe) depends on what count he has and what card he "gives":

DEALER GIVES	DEALER STANDS ON	DEALER DRAWS TO
0 or 1	4, 5, 6, 7	0, 1, 2, 3
2 or 3	5, 6, 7	0, 1, 2, 3, 4
4 or 5	6, 7	0, 1, 2, 3, 4, 5*
6 or 7	7	0, 1, 2, 3, 4, 5, 6
8	3, 4, 5, 6, 7	0, 1, 2
9	3*, 4, 5, 6, 7	0, 1, 2, 3*

While in effect the dealer always has the option, the plays stated are mathematically sound and any deviation would be losing play, except in

* Dealer has the option of standing or drawing when he has 3 and the opponent draws a 9; or when he has 5 and the opponent draws a 4 (though in this case it is advantageous to draw).

BACCARAT

CHEMIN DE FER

one circumstance: when the bets on one side are much larger than the bets on the other side, so that the dealer may sacrifice his chance to win the smaller bets so as to increase his chance of winning the larger bets.

The advantage of the dealer in Baccarat has been estimated at 7 per cent of the sums bet against him. Most casinos charge, as their fee, 5 per cent of the amount of each bank.

The optional plays figure out as follows:

Against the dealer, if you stand on 5 your chance of winning is 51.23 per cent; if you draw to 5, your chance of winning is 50.06 per cent. For this reason, most players stand.

As dealer, holding 3 and giving an opponent a nine: If you stand your chance of winning is about 60 per cent; if you draw, your chance of winning is about 59 per cent. Therefore you are slightly better off if you stand. But these approximate chances are based on the assumption that the opponent will usually stand on 5. Against an opponent whose known practice is to draw to 5, the dealer is slightly better off to draw than to stand. Drawing, his chance of winning is about 58.5 per cent; standing, it is about 57.5 per cent.

As dealer, holding 5 and giving an opponent a 4: Your chance of winning is slightly better if you draw, but by only $\frac{1}{8}$ to $\frac{1}{2}$ of 1 per cent—and assuming there is some chance that your opponent has drawn to 5. Against an opponent who always stands on 5, it is about even, with an almost infinitesimal advantage ($\frac{1}{2}\%$ of 1 per cent) to dealer if he stands.

All the above is influenced, however, by the cards that have already been dealt, and since the ranks of these cards cannot be foreseen one must either remember them as they fall and make his decisions accordingly, or else assume (as the house rules do) that he has no better than a guess as to his best play when it is "optional".

CHEMIN DE FER

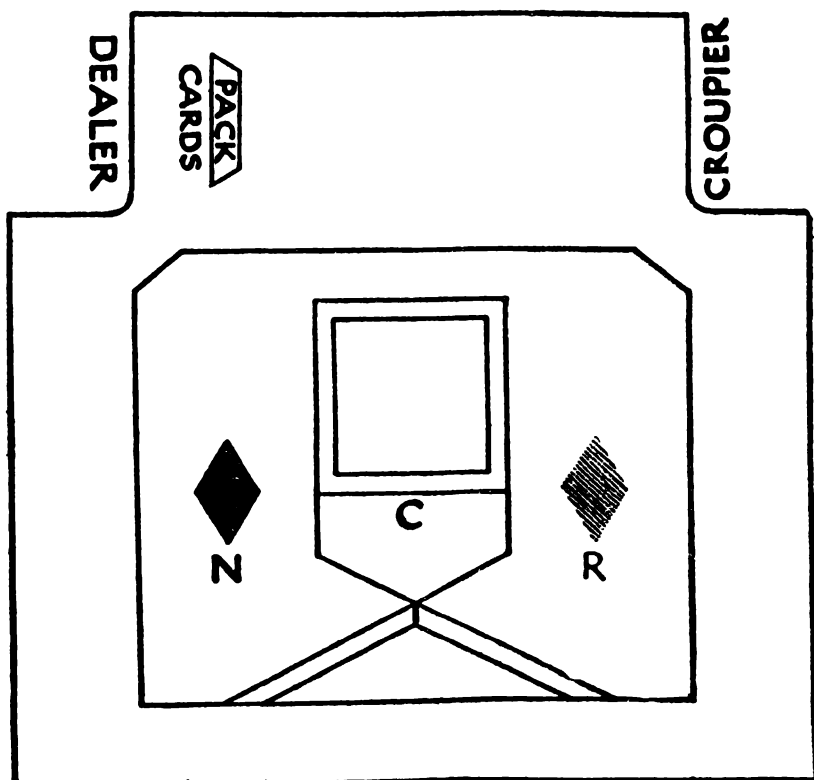
The informal variant of Baccarat is Chemin de Fer (Chemmy, or Shimmy). Only two hands are dealt, one for the banker and one for his opponent. The first banker is the player who is willing to put up the largest bank; each banker retains the bank only so long as he wins or ties on each coup. When he loses a coup the player at his right becomes the banker. A player may always pass the bank voluntarily, but otherwise may not withdraw any part of it. The largest bettor against the bank plays the hand against him. Precedence in betting is to the right, and *banco* is permitted on any coup. Both the player against the bank and the banker are required to play in accordance with the advice given above (Pointers on play), which is printed on the shoe.

TRENTE ET QUARANTE, or ROUGE ET NOIR

This is a banking game, played in Continental casinos; all betting is against the house. Six 52-card packs are used, shuffled together. The layout provides places for bets on *rouge*, *noir*, *couleur*, and *inverse*—

red, black, colour, opposite (colour). Bets are placed before each deal, or *coup*, begins.

The dealer lays out a row of cards until the count reaches 31 or more, each ace counting 1, each face card 10, each other card its numerical value, so that the count cannot exceed 40. This first row dealt represents noir. Below it the dealer lays out a similar row representing rouge. The row counting nearer 31 wins. If the first card dealt was of the colour designating the winning row, a bet on *couleur* wins; if this card was of opposite colour, a bet on *inverse* wins. When both rows count the same, and the total is anything more than 31, all bets are withdrawn; this is called a *refait*. When there is a *refait* at exactly 31, all bets are "put in prison" and if the same bet wins on the next *coup* he may withdraw it, but receives no winnings with it; so in effect the house takes half the bets when this occurs.



Trente et Quarante Layout. Bets on noir go in the space N, on rouge in the space R, on couleur in the space C and on inverse in the triangle below it.

·♣ RED DOG ♠·

THIS game is also called High-card Pool

Number of players. Three to ten.

The pack. 1. A regular pack of 52 cards; plus a joker or blank card to be kept face up at the bottom of the pack.

Rank of cards. 2. A (high), K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2.

The pool. 3. Before the game begins, each player contributes equally to a pool. Thereafter, whenever the pool is depleted the players contribute again.

The deal. 4. The shuffle, cut, and rotation of the turn to play and to deal, are as in Poker. Five cards are dealt to each player, one at a time, face down. (*Variant rule.* Four cards are dealt to each player. This variant must be adopted when there are nine or ten players; or when, with seven or eight players, it is decided to burn a card after each bet, as provided in paragraph 7.)

The play. 5. Each player in turn, beginning with eldest hand (the player at dealer's left), may bet one or more chips that his hand will beat the top card remaining on the pack; or may pay a forfeit of one chip into the pool and discard his hand without showing it.

(*Optional rule.* A player may "copper" his bet—bet that his card will lose. In this case he must bet, to win or to lose; he may not forfeit.)

6. After each player bets, the dealer exposes the top card remaining on the pack. If the player has a higher-ranking card of the same suit, he shows that card and collects the amount of his bet from the pool. If the player cannot do this he shows his entire hand and pays the amount of his bet into the pool. All bets are made with the pool, and no bet may exceed the amount of the pool. No player may bet until the bet of the preceding player has been settled.

7. *Optional rule.* After each bet is made, the dealer *burns* the top card of the pack (discards it, without showing it) and exposes the next card to decide the bet.

8. When every player's bet has been settled, the deal passes to the next player in rotation.

Irregularities. 9. There is no misdeal. A card faced in dealing must be accepted by the player to whom it is dealt; a card found faced in the pack thereafter is discarded and the topmost face-down card decides the next bet. A deal with an incorrect pack stands.

10. *Incorrect hand.* A hand with too many cards is dead, and the holder need not bet or pay a forfeit; if the player has bet he loses his bet, provided the irregularity is discovered before the bet of the next player has been settled, and before the cards have been mixed for the next shuffle.

11. A hand with too few cards may bet or may discard his hand without betting or paying a forfeit, but he may not be dealt additional cards.

12. *Betting errors.* If a player bets more chips than there are in the pool, he must pay the entire amount if he loses and cannot collect more than the pool if he wins. Once a bet is stated by a player in turn, it cannot be changed. Chips once put in the pool may not be removed except to collect for a winning bet.

Pointers on play. The relative numerical ranks of the cards are: ace 14, king 13, queen 12, jack 11, each other card its index number. Subtract your highest card in each suit from 14 and add the differences; for each void suit add 13. The total will be the number of cards you cannot beat.

At the start, when you hold five cards, there are forty-seven cards that may be turned from the pack. If twenty-four or more of them will beat you, the odds are against your winning your bet; if twenty-three or fewer will beat you, the odds are in your favour. The figures must be adjusted as each additional card is exposed. To "bet the pot" (the maximum bet) most players like to have a 3-to-1 advantage, meaning that no more than twelve of the forty-seven cards can beat them.

SLIPPERY SAM

A pool is formed by equal antes from all players. Each player receives three cards, dealt one at a time face down, which he must not look at until the betting interval is over. Then one card is dealt face up to the centre of the table; since the centre card must be a six or lower (ace ranks high), the dealer turns up cards from the stock until he reaches the first such low card.

Each player in turn to the left may bet any amount, up to the total chips in the pool. He must bet at least one chip—dropping is not allowed. Each bet is against the pool, and is settled at once before the next player bets. Having made his bet, the player turns his three cards face up. Cards rank as in Poker, ace high, deuce low. He wins if one of them is of the same suit and higher rank than the centre card; otherwise he loses. Lost bets go into the pool. If a player bets the amount of the pool and wins, the remaining hands have nothing to bet against; the cards are therefore thrown in for the next deal. But there is a new ante at the beginning of each deal, even though the pool already contains chips not won in the previous deal.

BANKER AND BROKER

Also called Beat the Dealer.

The dealer shuffles a 52-card pack and cuts packets of four or more

cards off the top, placing one such packet in front of each other player and one in front of himself. Each player then bets any amount up to the limit (which is decided, before the deal, by the dealer) that his card will beat the dealer's. When all bets are placed, each player turns over his packet, and the bets are decided by the bottom cards, the dealer settling separately with each opponent; the cards rank as at Poker, ace high and deuce low. Suits do not count; if the dealer and a player have cards of the same rank, their bet is a stand-off.

Optional rule 1. Ties pay the dealer.

Optional rule 2. Dealer takes half the bet on ties.

[Either of the optional rules give the dealer such an advantage that it is encountered only in sucker games.]

BINGO WITH CARDS

There are at least two forms of this game, played with the 52-card pack.

(a) Each player, except the dealer, receives five cards face up. The dealer turns up cards from the remainder of the pack, one at a time. Each player having a card of the same rank as the card turned up must place chips on his card equivalent to the numerical value of the card, counting king as 13, queen 12, jack 11, ace 1. A player holding more than one card of the rank turned must put the full number of chips on each. The first player having chips on all five of his cards calls Bingo and wins, and takes all the chips on other players' cards. If two or more players properly call Bingo on the same turn of a card, they share equally in all the chips that have been put up, including the chips on their own cards.

(b) Each player antes equally to a pot. The dealer gives each player, including himself, five cards face up. From a different 52-card pack he turns up the remaining cards of the pack one by one, announcing the rank of each as he does so. When any player's card is called, he turns that card down. (The card turned down must match the card called in both suit and rank.) The first player to turn down all his cards calls Bingo and wins the pot; if two or more properly call Bingo on the same turned card, they share the pot equally.

•♣ FARO ♠•

FARO was once the most popular gambling card game of the world; in the nineteenth century it was the most-played game in American gambling houses. Before that it had been so much played in England (under the name Pharoah, taken from a face card in a French-designed pack of cards) that in the seventeenth century there was a Stuart law against gaming on it. It nearly wrecked the young Count Rostof in Tolstoy's *War and Peace*. Dozens of games employ the same principle. But today Faro is almost unknown and little played, and the once familiar sign of the tiger denoting a Faro game inside (whence playing Faro is called "bucking the tiger") is only a nostalgic memory.

Number of players. 1. Faro is a banking game; any number can play, each betting only against the house.

Layout. 2. The thirteen cards of the spade suit are represented on a layout; and though the suits have no relative rank or other significance in Faro, every bet is placed on that card of the spade suit representing its rank in the pack.

The pack. 3. 52 cards. Faro cards were once manufactured somewhat oversized, for as the pack became soiled the edges were trimmed.

The deal. 4. The dealer is a representative of the house, and is assisted by a *casekeeper* who keeps track, on a device similar in appearance to an abacus, of what cards have shown; and a *lookout*, who watches, pays and collects bets.

5. The pack having been shuffled and cut to the satisfaction of the players, it is placed in a dealing box, face up, so that its top undealt card is always exposed. The box permits one card at a time to be slid off the pack.

Betting. 6. Players may bet that any rank of card will win; by *coppering* a bet on a card (putting a token on it, the token having originally been a copper penny or disk) they may bet that any rank of card will lose; or they may bet on combinations of cards to win, or to lose, or one to win and the other to lose; and on the last three cards they may bet on the order in which they will come out of the box.

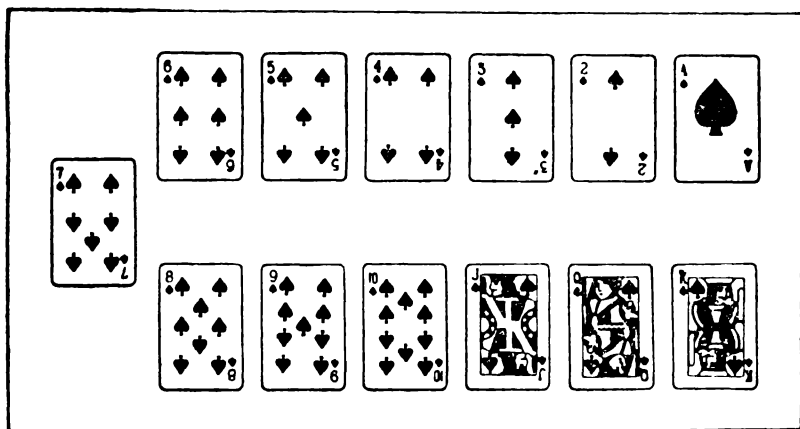
7. There is *action* (determination of bets) every time the dealer takes two cards from the box (called a *turn*). Except when cards are being dealt, players may place any new bets or withdraw any previous bets.

Determination of bets. 8. The first card exposed in the box is called *soda*; there is no action on it, which is to say, it affects no bets. For the

first turn, the dealer removes soda from the box and places it to his right; this founds the pile of cards that win. The next card from the box he places at the left of soda; this card *loses*, and bets on its rank are collected or paid by the house, depending on whether they were bets to win or to lose, respectively. The card left exposed in the box *wins*, and bets on that rank to win are paid by the house, bets on that rank to lose are collected by the house. For the next turn, the dealer puts this last exposed card on top of soda, in the win pile; the next card on the lose pile; and leaves exposed the next win card, in the box. The deal proceeds in this manner until only three unexposed cards remain in the box.

9. When two cards of the same rank come up in a single turn, it is called a *split*; the house takes half of all bets on that rank, the remainder of such bets being withdrawn by the players.

10. When only three unexposed cards remain in the box, players may bet on the order in which they will come up; the house pays 4 to 1 if the player is correct (it is called *calling the turn*). [The player's chance of calling the turn is only $\frac{1}{8}$, so the house has an advantage of $16\frac{2}{3}$ per cent of the money bet against it.] If two of the last three cards are a pair (which is known by the casekeeper's record) it is called a *cathop*; the house pays 2 to 1. [The player's chance is only $\frac{1}{3}$; the house has a $33\frac{1}{3}$ per cent advantage.] The last card in the box is called *hock* and there is no action on it, other than the bets described in this paragraph.



The Faro Layout. A bet on a single card to win is placed on that card; if it is a bet to lose, a "copper" is put on top of the chips. Chips placed between any two cards are bet on both cards, the first to show determining the entire bet. In the same way a bet may be made on three cards in a row (as, a bet below the jack would be a bet on 10, J, Q); or on a triangle of cards (as, a bet on the upper right corner of the eight would be a bet on 5, 8, 9); or on four cards, by placing the bet in the centre of the four. A bet off the corner of a card bets that card

and the one diagonally adjacent to it; a bet on the outside corner of a card bets it and the second card in line with it, skipping the next card. To bet on separated cards, a player may obtain from the dealer a marker that indicates his bet. To bet on two cards, one to win and the other to lose, the player heels his bet—leans one chip against another, the leaning chip pointing towards the second card and representing the card selected to win. The layout may contain space to bet that the next winning (or losing) card will be odd or even, or that it will be higher or lower than the losing (winning) card. A player calling the turn places his bet, with an appropriate marker, on the card he calls to show first, and heels it toward the card he calls to be second.

Pointers on play. Faro is one of the most favourable of gambling-house games, from the player's point of view; but even so, the house advantage, derived from splits, is slightly more than the 1.4 per cent house advantage in Craps, which perhaps (but not surely) has some bearing on the fact that Craps has replaced Faro as the principal gambling-house game in the United States. A player can remove all house percentage by betting only on case cards (the only cards of their rank remaining in the box, so that there can be no splits); but this policy does not make one popular with the proprietors of the game. Many systems have been devised for Faro but none overcomes the basic advantage of the house.

PHAROAH, or PHAROAN

The original game or Pharoah was far more informal than the Faro described above. The dealer gave one card face down to each other player; the other players, after looking at their cards, bet on them, the dealer having the privilege of accepting or requiring reduction of their bets; the dealer then laid out the remainder of the pack in win and lose piles, the bets being settled accordingly.

STUSS

The most-played form of Faro is called Stuss; often it is played without a dealing box, and sometimes without a layout. The differences from Faro are: Any bet on the first card (on which there is no action in Faro) loses to the house; all bets are placed to win, none to lose; the house takes all bets, not merely half the bets, on a card when a split in that rank occurs; the last four cards in the box (or in the pack) are house cards, and all unsettled bets on them are taken by the house. There is no betting on calling the turn, therefore, and the cathop does not exist.

MONTE

The name Monte, or Monte Bank, is applied to various games. There is also a sleight-of-hand routine called Three-card Monte whereby one lays out three cards, face down, on a table and invites spectators to guess

(and bet on) the location of one specified card among the three; this is productive of great opportunity for chicanery and so is often encountered at carnivals and near race tracks.

Monte Bank traditionally is played with the Spanish pack of 40 cards (no tens, nines or eights). The dealer takes the shuffled pack and draws two cards from the bottom, laying them out on the table to form the "bottom layout". Beyond them on the table he turns up the two top cards of the pack, the "top layout". Players bet on either layout; bets being placed, the dealer turns up the next card of the pack. This is the "gate". If in suit it matches a card of either layout, the dealer pays bets on that layout; he collects the bets on either layout that has no card of the same suit as the gate. The five cards so dealt are discarded and new layouts and a new gate are dealt from the same pack, the process being repeated without reshuffling while the pack suffices.

Monte in another variation is a game of the Faro type, based on matching the ranks of cards. The dealer lays out the bottom and top layouts; if any two cards in them be of the same rank, there is a new deal. If the four cards are of different ranks, players may bet on any card of the four to be paired (by turning up cards from the pack) before any other card of the four. The dealer then turns the remainder of the pack over, exposing the bottom card; and he pulls cards from the bottom one by one, each time exposing the next card, until all bets on the layout have been determined by the pairing of cards in the layout with the exposed bottom cards of the pack. Players may place new bets as the deal continues.

ZIGINETTE

This is a favourite game of Italian-Americans. The 40-card pack is used (a 52-card pack from which tens, nines and eights have been deleted). There is no rank of cards or suits. Rotation and order of precedence are to the right.

The dealer turns up the first two cards of the pack for the players and the third card for himself. (Often a dealing box is used, in which all cards are face-up as at Faro, whereupon the dealer pulls out the first two cards and leaves the third in the box.) Players bet on either of the first two cards—whether it will be paired before the dealer's card. The dealer continues to turn up cards; any that pairs his own card wins all bets for the players, any that pairs another card wins for the dealer all bets on that card, and any that does not effect such a decision is left on the table and players may bet on it as they could on the first two cards.

If the two first cards are a pair, the matched cards are piled together and additional cards are dealt to provide the second player's card and the dealer's card; in this case, the bet as between the paired cards and the dealer's card is on which will first produce three of a kind. Likewise, if all three cards of the first deal are of the same rank, they are piled together and the bet is on whether that rank or the dealer's card will first produce four of a kind.

SKINBALL

Also called The Skin Game, or Skinning. This is a favourite game of Negro gamblers.

Number of players. 1. Three *principals*; up to ten other players, known as *pikers*, who bet among themselves but not with the principals. The players usually kneel in a ring on the ground or floor.

The pack. 2. 52 cards.

The deal. 3. Only the principals may deal; they take turns in any rotation. The pack, having been shuffled and cut to the satisfaction of all three, is put on the ground and a weight put on it. Each card to be dealt is *skinned* (slid) off the pack, the dealer lifting the weight just enough for this purpose.

4. To start the game, the dealer gives one card face up to each of the three principals; but bets are placed after the deal of each.

Betting. 5. Upon receiving his first card, and thereafter every time a card is turned from the pack, each principal may bet any amount against either of the other principals (or against both) that that other principal's card will lose before his, or that his card will lose before the other's. A principal may bet only with another principal and must accept every bet he is offered, or drop out of the game; except that he need not accept any bet before he has been dealt a card of his own.

6. The dealer skins cards off the pack one by one and exposes them, then puts them in a discard pile, face up. New bets may be placed after the exposure of each.

7. Whenever a card newly exposed pairs (in rank) the card of a principal, that principal's card loses, and bets pertinent to that card are settled. (Note that a card dealt to or drawn by a principal may cause the card of another player to lose.)

8. When a principal's card has lost, he may either:

(a) Refuse to accept another card, and drop out of the betting until the next deal, without losing his place as a principal; in this case, the deal and betting by the other two principals continues, and the principal who has dropped out may make side bets with pikers.

(b) Have the dealer give him another card from the top of the pack, face up or face down as the principal may specify.

(c) Select from the cards in the discard pile any card that has not been paired.

(d) Cut the pack and skin off the face-down card next below the cut to be his new card, turning it up only if he so chooses.

9. When a principal takes a new card without showing it, he must show it when it or another principal's card loses. [The penalty for failure to show the card promptly is usually a violent one.]

10. No bet may be offered on a card that can no longer lose (that is, when every card that would pair it has already shown).

Betting by pikers. 11. A piker may withdraw from the discard pile any card to be his card, keeping it in front of him as the principals do

theirs, and betting with other pikers as to whether it will lose before the cards of the other pikers or the card of a principal.

12. A piker must select a card that has not been paired, if such a card is available. The discards are always open to inspection.

13. When a principal drops out, any piker may take his place; as between two or more candidates, the earliest arrival has precedence.

Irregularities. 14. A card faced in the pack is dead and no bets are settled on it. All other irregularities (including those solely concerning the pikers) are rectified by agreement of the three principals. There may be a new shuffle and cut at any time upon agreement of the three principals.

15. A bet once made may not be called off except by mutual consent; but no piker is required to accept a bet.

SKINBALL VARIATIONS

There are many variations of Skinball.

When two play, each cuts a card; unless they are a pair, the dealer merely turns up cards one by one until either card loses. New bets may be placed after each card is exposed.

When Skinball is played indoors, and regulated by a gambling house or operator, the dealer offers the first card to the player at his right; that player may either accept the card and bet on it (the dealer covering his bet) or refuse it, in which case he is out of the game until the next deal and the card he refused is offered to each player in rotation to his right until one takes it. The dealer then takes the next card for himself. He continues to turn up cards, any unmatched ("fresh") card being offered to the players in rotation, any matching card causing its mate to lose and settling bets made on that contingency. The house usually does not participate in the play but charges a fee (2 per cent to 5 per cent) on every winning bet. Players may bet among themselves instead of betting against the dealer, except that a player has no card unless he has made some bet against the dealer.

PUT AND TAKE

"Put and take" games are played with spinning tops; they are played with dice specially marked (two dice, one having three sides marked P and three sides marked T, the other having 1, 2, 4, 8, 16, 32, or any other numbers, on its six sides); they are played with cards. The only common characteristic is that if chance tells you to put, you put the specified number of chips into the pot; if chance tells you to take, you take out that number. The put-and-take card games described below are only two of many.

Up and Down the River. The dealer gives each player, including himself, five cards face up. He then turns up five cards from the remainder of the pack, one at a time. When the card of any player matches the turned card in rank, he must put into the pot a number

of chips representing the numerical value of that card, counting king as 13, queen 12, jack 11, ace 1. The dealer then turns up five more cards, and these are "take" cards: For each such card that matches a card in his hand in rank, the player takes from the pot as many chips as represent the numerical value of that card. The dealer must supply any deficit of the pot, and may take any chips left in the pot at the end.

Put and Take. This is the same game as described above, except that the rank of the card turned does not control the contribution of a player to the pot: On the first card turned by the dealer, the player having a card of the same rank must put in one chip; on the second card 2 chips, on the third 4, on the fourth 8, on the fifth 16. The "take" cards are then dealt, the players taking 1, 2, 4, 8, or 16 in the same manner. The dealer owns the pot, taking the profits and paying its losses.

GAMES BASED ON POKER

The principle of betting in Poker, and the making of combinations in five-card hands, have found expression in several games having no connexion with the combinations controlling the values of Poker hands. Some of these games, played in series while one person deals, have been grouped together to form a single game called Garbage; others are selected from time to time in Dealer's Choice games. The principal ones (possible variations are innumerable and inexhaustible*) are as follows:

Red and Black. All bets are placed against the dealer. Each player makes any bet, up to the limit established by the dealer, on red or black. All bets having been placed, the dealer gives each player five cards, face up, one at a time in rotation as in Poker. The pay-off is at even money: the player wins if he named red and has three or more red cards, or if he named black and has three or more black cards; he loses if the dominant colour is the one he did not name. If his first four cards are two red and two black, he may double his bet before receiving his fifth card. Some play that four of the colour named collect double for the player, four of the opposite colour pay double to the dealer; five either way collect or pay quadruple.

Numerical Valuation. [One form of this game is also called Red and Black, because of the counting distinction between red cards and black cards.] The deal, first betting interval and draw are as in Draw Poker, but the object is to make up hands of the best numerical valuation, counting face cards 10 each, aces 1 each, other cards their numerical value. There are the following methods of counting:

1. Every card in the hand is counted and the highest count wins.
2. Cards of one suit in a hand only are counted, and the hand with the highest count in a single suit wins. (A hand containing ♠ J 7 4, counting 21, would win from a hand containing ♦ K Q, counting 20.)
3. (*Plus and Minus.*) Every red card counts plus, every black card minus. The highest and lowest counts divide the pot. If there are ties

* *Incomprehensible* is a word that springs to mind.

for high or low, the rules of High-Low Poker apply. (For example, a hand is ♠K ♠8 ♣7 ♦J ♥3. The black cards total 25, which is a minus quantity; the red cards 13, which is a plus quantity; the net for the hand is -12.)

Garbage. A game of Garbage is a series of games. Every player except the dealer antes. First, the dealer deals for a game of Red and Black (in any variation; see above). Next each player considers his five cards as a Poker hand; the highest Poker hand takes the antes. The players keep the same hands while the dealer turns up cards for Bingo. They keep the same hands while the dealer turns up cards for Put and Take in either variation. Finally the dealer turns up cards for Treize (see below).

Treize is the consummation of the game of Garbage, described above. The dealer turns up thirteen cards from the top of a newly-shuffled full 52-card pack; as he does so he counts "One, two, three", etc., counting the jack as 11, queen 12, king 13, ace 1. If he hits the rank of the number he calls on any turn (as, turning an eight when he says "Eight"), each other player must pay him as many chips as the number called. If the dealer continues through the number 13 without getting a hit, he pays each other player 7 chips. If the dealer hits more than once, each player must pay him each time. The dealer must call the numbers consecutively, one on the first card turned, two on the second, etc. It is better than 2 to 1 that the dealer will get a hit, and this constitutes the dealer's advantage when Garbage is played.

•♣ CHALLENGE ♠•

THIS game comes last in the book because it deserves special recognition. It is the only game, among all the card games listed, which is a game of *pure skill*: comparable, in this respect, to Chess.

Challenge is a Russian game, its true name being Svoyi Koziri. It was introduced to players in the University of Cambridge by the eminent mathematician, Professor Besicovitch, and is gradually making headway. The present writer (H. Phillips) publicized it under its more pronounceable name in 1913.

Challenge is a game of pure skill in precisely the sense in which Chess is a game of pure skill: the players start with precisely equal forces; each knows exactly what cards the other holds. To win, therefore, demands just those qualities of logical deduction and the formation of a far-sighted yet flexible plan which make for success at Chess.

In its standard form, the game is played with a Piquet pack of 32 cards. It can also be played with 24, 28, 36 or even more cards. The principles of play are the same whatever the size of the pack.

Challenge is a game for two players. One of them is dealer. He nominates two suits—it doesn't matter what suits—as *his* suits; one of them is his trump suit. The other two suits are his opponent's, and the latter player nominates either of them as *his* trump suit. For example, the dealer nominates spades and diamonds as his suit, choosing spades as his trump suit. The non-dealer is left with hearts and clubs; he nominates hearts as his trump suit. The pack of 32 cards is now shuffled and cut to the dealer, who deals from it sixteen cards, face upwards. He throws out all hearts and clubs. Suppose he is left with: ♠ K J 10 8 7 ♦ A Q 7. Five of his cards belong to his trump suit; three to his second suit. The non-dealer will now take into his hand the precisely corresponding cards of his two suits: ♥ K J 10 8 7 ♣ A Q 7. So the sixteen cards with which each player starts are:

Dealer: ♠ K J 10 8 7 (trumps); ♥ A Q 9; ♦ A Q 7; ♣ K J 10 9 8.

Non-dealer: ♠ A Q 9; ♥ K J 10 8 7 (trumps); ♦ K J 10 9 8; ♣ A Q 7.

It is theoretically possible (though most unlikely) that the dealer will begin with no cards of his own trump suit. But, in this case, his opponent will also have no cards of *his* trump suit. Whatever the vagaries of the deal, the players start—as they start at Chess—on level terms.

Play now begins, with the non-dealer laying a card face upwards on the table. The *object of the game* is to get rid of all one's cards: the player

CHALLENGE

OBJECT OF PLAY

who does this first wins. The non-dealer plays to the first trick; the dealer must either play a better card (i.e. a higher card of the same suit or one of his own trumps) or must take up the card from the table. If he plays a better card, he leads to the next trick; and the opponent must now play a better card or take up all the three cards on the table. And so the game goes on. If the second player does not play a better card, but takes up the card or cards on the table, he forfeits his right to play, and his opponent plays again.

There is no obligation to play a better card, even if one can do so; or to follow suit. At all times, one can play any card one likes.

Here is a short game (already published in my *Card Games*) which will make clear how Challenge is played. This is not a well-played game; the non-dealer plays badly. But a well-played game would take up altogether too much space.

A is the non-dealer; his trump suit is hearts. B is dealer; his trump suit is spades. The initial disposition of the cards is:

A: ♠ K J 9 7; ♥ A Q 10 8; ♦ Q 10 8; ♣ A K J 9 7.

B: ♠ A Q 10 8; ♥ K J 9 7; ♦ A K J 9 7; ♣ Q 10 8.

A leads with ♣7 to the first trick. The card *underlined* wins the trick: "t.u." means that the player takes up the cards on the table:

	A	B
1.	♣7	♣8
2.	♦8	♦7
3.	♣9	♣10
4.	♥8	♦K
5.	♣J	♣Q
6.	♥10	♦A
7.	♣10	♠8
8.	♦10	♦9
9.	♦Q	♠10
10.	t.u.	♦J
11.	t.u.	♥7
12.	t.u.	♥9
13.	♥Q	♥J
14.	♦7	♠Q
15.	♥A	♥K
16.	(any)	♠A

B's last card is the ♠A (ace of his own trump suit); at trick 15 he couldn't be beaten. A had collected too many card before staging a counter-attack. A well-balanced game between two good players can, of course, go on much longer than this.

The number of possible initial distributions of the cards is enormous. The only flaw in the game is that a very few of them can give the non-dealer a win out of hand (i.e. distributions where he holds all, or almost all, of his opponent's trumps). These few completely unbalanced distributions—should they ever occur—should, by agreement, be rejected, and the cards should be shuffled and dealt again.

• 3 GENERAL RULES OF CARD GAMES •

THE following describes procedure common to most card games. The rules should be accepted as binding in the absence of any special rules to the contrary.

The Draw. 1. All matters of precedence, as entry to a table, seating, partnerships, first deal, may be settled as the players see fit, but if there is no general agreement on another method, precedence is decided by drawing cards from a pack.

2. One pack is shuffled, then spread face down on the table. Each candidate or player draws one card and turns it face up.

3. No card may be drawn from the four at each end of the spread pack, and if a player exposes more than one card all such cards are void and he must draw again.

4. The rank of the cards drawn determines the order of precedence, first precedence going to the player with the highest card, second to the player with the second-highest, etc. The rank of cards in drawing is the same as in the game (in the absence of special rule). If the game has no relative ranking of suits, players drawing cards of the same rank must draw again to break the tie between them.

5. The player drawing the highest card deals first. He may choose his seat at the table. The other players may choose among the remaining seats, in order of precedence, so far as the game permits. If there are to be two partnerships, the two, three, or more players at the top of the precedence are partners against the others.

The Shuffle. 6. Any player has the right to shuffle the pack, but the regular duty of shuffling is usually delegated to one, the player at the dealer's left. The dealer has the right to shuffle last.

7. The cards must be shuffled so that none is exposed; if a card is exposed, a reshuffle may be demanded at any time before the deal has begun.

The Cut. 8. The dealer puts the shuffled pack face down at his right, and the player on that side cuts it, by lifting a packet from the top and laying it beside the lower portion.

9. The cut must divide the pack into two portions, neither of less than four cards. If this rule is violated, or if a card is exposed in cutting, there must be a new shuffle and cut.

10. The dealer closes the cut by placing the former bottom portion of the pack on top of the other.

Rotation. 11. The rotation of dealing, bidding, playing, is from player to player to the left, or clockwise. The first to receive cards is *eldest hand*, the player nearest the dealer at his left. (Special rules invariably fix who bets or bids first and who makes the opening lead.)

The Deal. 12. The dealer distributes cards in rotation, beginning with eldest hand. In the absence of special rule, the cards must be dealt face down and one at a time. The rules of some games provide for dealing in batches of two or more cards at a time. If all players receive the same number of cards (as is usually the case), the last card of the deal goes to the dealer.

13. If a widow or extra hand is dealt, this is usually placed in the centre of the table after the first round of cards is dealt to the players.

14. Any departure from correct procedure in dealing, as by giving too many or too few cards, exposing a card, etc., entitles any player at the table to demand a redeal. In this event, there must also be a new shuffle and new cut. (In some few games, a *misdeal* costs the player his right to deal at that time, and the new deal is made by the player at his left.)

15. The position of dealer rotates to the left after the hands are played out.

Bidding, Betting. 16. Where there is bidding or betting, the first to act is fixed by special rule; thereafter the turn to bid or bet rotates. Any active player may in his turn ask and receive full information about all previous bids or bets.

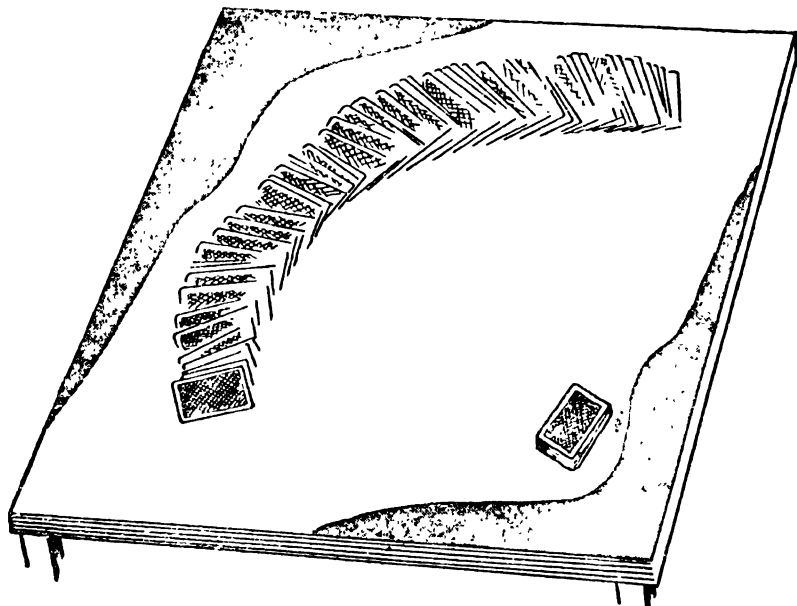
17. In betting games, the dealer has the duty of seeing that due antes are made, of indicating the first bettor, and otherwise keeping the game in orderly progress.

The Play. 18. In any game where the cards are played in tricks, special rules fix the opening leader. Thereafter, the winner of a trick leads to the next.

19. A *trick* is a batch of cards, one contributed by each active player. The first card played to a trick is the *lead*. Each trick is gathered (usually) by the hand that wins it, and is left face down on the table. In partnership games, all the tricks won by one side are usually gathered by one member.

20. In playing to a trick after the lead, a hand is constrained by certain obligations, e.g. to follow suit, that are invariably stated in the special rules. To *follow suit* is to play a card of the same suit as the lead.

21. Where the number of tricks won is relevant to the scoring, the tricks must be kept separate, though they may be overlapped to save space.



A pack of cards spread for drawing cards (see paragraphs 1-5).

Scoring. 22. The scores accruing from play are recorded and settled by one of three alternative methods—whichever is most convenient to the particular game:

- (a) By writing the scores on paper.
- (b) By a special scoring device, e.g. a Cribbage board.
- (c) By tokens, e.g. Poker chips.

Settlement. 23. The use of Poker chips is a method of making settlement of monetary stakes as the game progresses. When the score is recorded on paper or by a scoring device, settlement is made at the end of a game, rubber, or session. In two-hand play, the net on which the settlement is based is simply the differences of the final total scores. With three or more players, a round-robin settlement is made in either of two ways:

(a) Each player settles with every other according to the difference of their scores. For example, suppose that the final scores are

Smith	5,170
Jones	3,940
Brown	1,780
Green	430

Green pays 4,740 to Smith (translated into the agreed monetary stake), 3,610 to Jones, and 1,350 to Brown, losing 9,700 in all. Brown pays 3,390 to Smith and 2,160 to Jones, losing a net of 4,200. Jones pays

GENERAL RULES

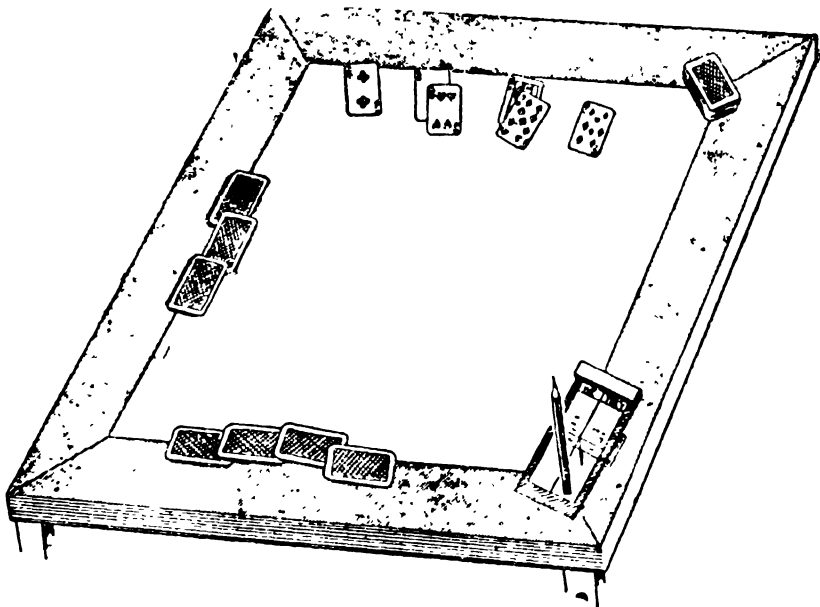
SCORING IRREGULARITIES

1,230 to Smith, but the collections from Brown and Green put him 4,540 ahead. Smith wins 9,360 in all.

(b) Each player collects or pays according as his final score is above or below the average of all the final scores. See example on page 393.

Irregularities. 24. Special rules cover all of the common irregularities that may be committed. These rules are elaborate and detailed as to games that support national governing bodies, such as Contract Bridge, Skat, Chess, Draughts.

24. In tournament competition, the players and the referee can scarcely avoid enforcing the letter of the law as regards irregularities. The same stringency is often found in club play. But in home games and purely social play generally, the players should avoid recourse to the "rule book" so far as possible. Irregularities should be rectified or ignored or dealt with in whatever way is best calculated to let the game proceed normally. It is notable that point penalties—equivalent to monetary fines—are quite generally eliminated whenever players authorize a governing body to write rules for their game.



Tricks taken in and stacked (in this case, the game is Contract Bridge and the dummy is shown exposed on the table).

DICTIONARY OF CARD-GAME TERMS

A

A: abbr. of ace

Abandon the Deal: discontinue the play and throw the cards together to be shuffled

Above the Line: place on the score-sheet where premiums are scored (Bridge)

A-B, Y-Z: letters formerly used to designate the players in a Whist game. Now supplanted by compass designations: N-S, E-W

Ace: the one-spot in a pack of cards

Aces Up: a hand of two pairs including aces (Poker)

Action: betting; opportunity to bet; a bet made and accepted

Active Player: 1. One who receives cards in the current deal (as in Skat). 2. One who has not withdrawn from the betting and abandoned his hand (as in Poker)

Adjusted Score: an arbitrary score assigned by the referee, when regular play is not feasible (Duplicate Bridge)

Advanced Score = Part Score

Adversary: any opposing player; especially in two-hand games; an opponent of the contractor

Adverse: pertaining to an adversary, as *adverse lead*, one made by an opponent. (*Note:* this term usually carries no implication of ill-fortune)

Advertise: 1. Make a bluff intended to be exposed (Poker). 2. Discard a card to induce an opponent to discard another of same or near rank (Rummy)

Against: same as Without (Skat)

Age: player to the dealer's left; eldest hand

Alone: a bid to play without help of a partner (Euchre)

Alternate Straight = Skip Straight

American Leads: a system of length-showing by leads (Whist)

Anchor: player who retains his seat in a pivot or progressive game

Announce: 1. Meld. 2. Name the trump suit. 3. Predict *schneider* or *schwarz*

Ante: chips required to be put into the pot before the deal; to put in such chips

Approach Bid: one made for information of partner rather than with intention to play the named declaration (Bridge)

As (Sp.): playing-card ace

Ask: 1. Inquiry by eldest hand whether the next player wishes to bid against him (as

in Skat). 2. Signal partner to lead trumps (Whist). 3. Inquire "May I go out, partner?" (Canasta). 4. Make any bid or inquiry that requires another player to respond as provided by the rules of the game

Asking Bid: one that systematically asks partner to make a control-showing response (Contract Bridge)

Assist: 1. Increase partner's bid; raise (Bridge). 2. Order partner to take up the trump (Euchre)

Atout (Fr.): a trump card; the trump suit; a tarot

Atutti: a tarot

Available Card: one that under the rules may be picked up to be moved elsewhere, usually to be built on foundations or tableau (Solitaire)

Avondale Schedule: recommended scoring table for Five Hundred

Ax: double (Bridge slang)

B

Back Door: a sequence in a plain suit (Bézique)

Back In: come into the betting after checking (Poker), or into the bidding after passing (Bridge)

Back to Back: said of the hole card and first upcard when they are a pair (Stud Poker)

Bait: 1. A card discarded to advertise (Rummy). 2. A card discarded from a combination or set in the hope of getting the discard pile with it (500 Rum). 3. Bête

Balanced Hand: one that contains no void or singleton (Bridge)

Balking Cards: cards given to the crib by non-dealer because they have little chance of making a score (Cribbage)

Banco: a bet for the entire amount of the bank (Baccarat)

Bank: common gambler; gambling house; the dealer in a gambling house

Banker: 1. Dealer in a gambling house. 2. The person (usually a player) who sells and redeems chips

Barred: estopped from bidding by a legal penalty, as in Bridge

Base: Four (Canasta) or five (Samba) natural matching cards—a base for a canasta

Base Count, Basic: the total of all bonuses (Canasta)

DICTIONARY OF CARD-GAME TERMS

Base Value: 1. A constant factor in computing the value of a game (Skat). 2. Value of an odd trick (Bridge)

Basto, Basta, Die Baste: the third-highest trump, as the club ace in Tarok, the spade queen in Ombre

Bastos: in the Spanish pack, the suit clubs, represented by heavy truncheons or tree-trunks

Bate: bête

Bateleur, Le (Fr.): one of the names for the lowest tarot trump, the I ("juggler")

Bath Coup: the play of the low card from A-J-x when an opponent leads the K (Whist)

Bauer (Ger.): a playing card jack (whence the English *bower*)

Beat the Board: have a higher Poker combination than the exposed cards of any other player (Stud Poker)

Beg: proposal by eldest hand that a new card be turned for trump (All Fours)

Beggar: a hand without a face card (Thirty-five)

Behind the Six: broke, short of funds. (Note: derived from Faro, the money-drawer usually being located behind the six of the layout)

Bela, Bella: the king and queen of trumps, when held by one player and announced as played (Klüberjass)

Belle (Fr.): 1. The last game of a rubber. 2=Bella

Below the Line: place on the score-sheet where trick scores are entered (Bridge)

— **Best:** ranking in the ordinal position specified, from the top of the suit, as *third-best*

Best Bower: the joker, when it ranks as the highest trump

Best Card: highest card of a suit remaining unplayed; master card

Bet: 1. Any wager on the outcome of a deal or game; any chips put in a pot; to put chips in a pot 2 The first bet in a betting interval

Bet Blind: bet without looking at one's hand

Bete: 1. Failure to make a contract. 2. Concession of defeat without play. 3. The penalty for failure to make a contract, or for an irregularity (also *bate, bait*). *Double* —: a doubled penalty, usually for failure to make a contract after electing to play out the cards

Bet the Pot: bet an amount equal to that in the pot

Bet the Raise=Previous Bet Limit

Betting Interval: period during which each active player in turn has the right to bet or to drop out

Bézique: a scoring combination, usually the spade queen and diamond jack (*Bézique*)

Bicycle: the lowest possible hand in Low-ball, consisting of A-2-3-4-5, so called from a former design of Bicycle brand playing cards

Bid: an offer to contract to win a minimum number of points or tricks, for the privilege of naming the trump suit or game; to make a bid

Biddable Suit: a holding that meets the systemic requirements for a bid (Bridge)

Bidder: 1. Any player who bids. 2. The highest bidder, who becomes the contractor as in Auction Pinochle

Bidding: the auction; the period in which bids are made; competing in the auction

Bidding, Continuous: bidding without limit as to the number of bids one player may make, until the highest bid stands unchallenged

Big Casino: the diamond ten (Casino)

Big Cat=Big Tiger

Big Dog: a hand having ace-high and nine-low wit. no pair (Poker)

Big Tiger: a hand containing king-high and eight-low with no pair (Poker)

Blackjack: the combination of an ace and a face card or ten, counting 21 (Blackjack)

Black Maria: the spade queen (Black Lady)

Blackwood Convention: a method of showing controls in slam bidding (Bridge)

Blank a Suit: discard all cards of that suit from one's hand

Blank Suit: a suit of which one holds no cards; a void

Blatter (Ger.): playing cards

Blaze: a hand composed entirely of face cards

Blind: 1. A compulsory bet or ante made before the cards are dealt. 2. Widow

Blind Lead: one made before certain cards are disclosed; the opening lead

Blind Opening: compulsory opening of the pot by a blind bet, as in one form of Draw Poker

Block: ending of play because no one can make a further play (Rummy)

Block a Suit: cash high cards in such a way that partner, with a longer holding, cannot keep the lead (Bridge)

Block System: Blind Opening Draw Poker in which the dealer antes 19 chips, eldest hand opens blind for 2, next player raises blind to 4, the limit before the draw is 2 and after the draw is the largest bet made before the draw

Blue Peter: a signal asking partner to lead trumps (Whist). It consists of the play of an unnecessarily high card and then a lower card of the same suit. The term is derived from a flag signal in yachting

Bluff: bet on a hand that one does not believe is actually the best

Board: the exposed cards of all active players (Stud Poker)

Bobtail: a four-card flush or four cards in sequence except A-K-Q-J and A-2-3-4 (Poker)

Boland Club: a Bridge bidding convention

Booby Prize: prize for the poorest score

Booby Table: in progressive play, the one of highest number, to which losers move from Table No. 1

Boodle: a prize or pool won by playing a specified card, as in Poque, Michigan

Boodle Card: one that is part of the layout on which bets or antes are placed, as in Michigan

DICTIONARY OF CARD-GAME TERMS

Book: the tricks that a side must win before it can score for additional tricks (Bridge)

Boost: 1. Bet high. 2. Raise

Borderline: barely meeting the systemic minimum requirements (Bridge)

Borrow: take extra cards from one's previous melds to complete new melds, as in *Pan-guingue*

Both Ends Against the Middle: nonsense phrase used by *Faro* players, as to explain (1) a kibitzer what they are playing

Bower: 1. Any jack (from German *Bauer*).

2. The jack of trumps (right —) or jack of the other suit of same colour as the trump (left —), as in *Euchre*. 3. One of the high trumps; a *matador*

Box: 1. A case in which the shuffled pack is placed so as to expose only one card at a time (*Faro*). 2. One deal; the score for winning a deal (*Gin Rummy*)

Brace, Braced Game: crooked gambling house (*Faro*)

Braggers: jacks and nines, which are always wild, in *Brag*

Braun (Ger.): the suit clubs

Break: 1. Discard a card from a combination. Also *split* (*Rummy*). 2. Elect that play end after one more round; forced after the last cards in the stock, called *break cards*, are reached (in some forms of *Rummy*)

Brelan (Fr.): Three of a kind. — *Carre*, four of a kind

Bridge, at the: having a score of 4 when the opponents have no more than 2 (*Euchre*)

Bridge It: 1. Make it no trump. 2. Pass the make to partner (*Bridge-Whist*)

Bring in a Suit: establish or cash a suit, especially after taking out adverse trumps (*Whist*, etc.)

Brisques: aces and tens (*Bêzique*)

Bube (Ger.): jack (playing card)

Buck: a token used as a reminder of which player is to deal or perform other duties (originally a buck horn-handled knife)

Buck the Tiger: play *Faro* (from the old-time sign of a *Faro* house, a tiger's head)

Bug: the poker when it may be used only as an ace or a wild card to fill a flush or straight (*Poker*)

Build: 1. Put one card on another as permitted by the rules; a batch of cards formed by building (*Solitaire*). 2. Put together two or more cards, to be taken in by a card of their numerical total; a batch so put together (*Casino*). *Duplicate a —*; put together two or more sets of cards having the same numerical total *Increase a —*; add a card to a single build to increase its numerical total

Bull: ace (playing card)

Bumblepuppy: inferior play, especially in defiance of partnership systems (*Whist*)

Bumper: a rubber won by two games to none (*Whist*)

Bunch: 1. Gather the cards for shuffling. 2. Abandon a deal

Bunco Cards: a special pack of numbered cards different from conventional playing cards

Buried Card: one not immediately available (*Solitaire*, *Rummy*)

Burn a Card: 1. Place a card face up at the bottom of the pack, to mark the limit of cards available to be dealt without re-shuffling. 2. Discard one card from the top of the pack before dealing the next

Bury a Card: 1. Put it in the pack or discard so that it is not readily located. 2. Discard it, after taking the widow (*Auction Pinochle*)

Business Double: one made for the purpose of collecting an increased penalty (*Bridge*)

Bust: 1. A very poor hand. 2. Go over 21, losing one's bet immediately (*Vingt-et-Un*). 3. Take too many or too few tricks (*Oh Hell*)

Buy: draw cards from the widow or stock; the cards so received

Buy-In (*Poker*): Same as stack or takeout

Buy the Contract: win the right to name the trump or game by making the highest bid

Buy the Pot: put in the pot as many chips as are already there, to buy a privilege (in certain *Poker* variants)

By Cards: won in tricks (*Whist*)

By Me: declaration meaning "I pass" or "I check"

Calamity Jane: the spade queen (*Black Lady*)

Call: Declare; bid or pass; any such declaration during the auction

Call Solo: a bid to win all the points in play, the bidder being privileged to call any card not in his hand and receive it in exchange for a discard (*Six-Bid Solo*)

Call the Turn: predict correctly the order of the last three cards in the box (*Faro*)

Canasta: a meld of seven or more cards. *Natural —*, one using no wild cards, as distinct from *mixed —* (*Canasta*)

Can Ye: the form of a question asking partner if he holds at least one trump honour (permitted by the ancient rules of *Whist*)

Capot: winning of all the tricks by one player; the bonus therefor (*Piquet*, etc.)

Captain: the team member who has final decision, as in *chouette* and in certain partnership bidding systems

Cards: 1. Playing cards; dominoes or other implements of play. 2. The count of 3 points for winning 27 or more cards (*Casino*). 3. The number of tricks won over six (*Whist*)

Carreau (Fr.): the suit diamonds

Carte (Fr.): card; player's request for an additional card, as in *Baccarat*

Carte Blanche: a hand without a face card

Case: an abacus or counting rack used to record the cards as they show (*Faro*)

Case Card: the last of its rank left in the box (*Faro*); the last of its rank remaining unplayed or undealt

Casekeeper: houseman who keeps track of the cards as they show (*Faro*)

DICTIONARY OF CARD-GAME TERMS

Cash: lead and win tricks with (established cards)

Cash Points: scores for the aces and casinos (Casino)

Cat: a Big Tiger or Little Tiger

Cat-Hop: two cards of the same rank among the last three (Faro)

Cavalier: 1. A face card in certain packs of cards, ranked immediately above or below the jack. 2. The knight in Chess (Fr.)

Centre: the foundation piles (Solitaire)

Challenge: a call proposed to be substituted for "double" when the intent is informative, but never incorporated in the laws (Bridge)

Check: 1. A Poker chip, any token. 2. A declaration that a player elects to remain in the pot without betting, or by making the minimum bet when it is one chip (Poker)

Chicane: a hand void of trumps

Chip: a token used in place of money; to put chips in the pot

Chip Along: stay in the pot without raising; make the smallest possible bet

Chouette: a method allowing three or more players to participate in a two-hand game

Cinch: play a trump higher than the five, to prevent an opponent from winning with a pedro (Cinch)

Cinch Hand: one that no other player can beat in the showdown, regardless of his hole card (Stud Poker) Any hand sure to win

Clear: 1. Establish a card or suit by forcing out adverse higher cards or stoppers. 2. Having taken no hearts or other minus cards (Hearts, etc.)

Clip: cheat. *Clip-joint*, crooked gambling house

Close: 1. Call for a showdown, thus limiting each other player to one more draw (Whisky Poker) 2. Turn the trump card face down to inaugurate the final period of play (Sixty-Six)

Close Cards: those near in rank (Cribbage). Also *near cards*

Clubs: the suit denoted by the symbol ♣; also called *trèfle* (Fr.), *Trefl*, *Eicheln*, *Eckern*, *Kreuz* (Ger.)

Coat Cards: face card, (obsolete)

Coeur (Fr.) the suit hearts

Coffee Housing: talking and acting so as to mislead opponents as to one's cards

Cold Deck: prearranged pack switched for the fairly-shuffled pack in a crooked game

Colour: 1. Suit 2. In Solo, etc., a suit ranking above others in the bidding and scoring. 3. Red or black (Solitaire)

Column: a line of cards extending away from the player (Solitaire)

Combination: 1. Group of cards of scoring value (Cribbage: any group of cards. 2. Two cards that can become a meld by addition of a matching third card (Rummy)

Combine: 1. Take in cards by pairing (Casino). 2. Consolidate piles; build (Solitaire). 3. Combination

Come In: enter the betting or bidding

Come-On: 1. Signal to partner to lead or continue a suit; echo (Bridge). 2. A discard selected for purpose of advertising (Rummy)

Comet: a wild card, usually the diamond nine (Stops)

Command: best card of a suit; control a suit with the best card

Common Marriage: the king-queen of a plain suit

Completed Trick: one to which every hand has played a card

Complete Hand: one with no unmatched cards (Rummy)

Concealed Hand: one that goes out in a single turn, having previously melded no cards (Canasta, etc.)

Conditions: certain melds for which the owner collects chips immediately (Panguingue)

Condone: legalize or waive penalty for an irregularity

Continuous Bidding: the rule that a player may bid repeatedly until unwilling to go higher

Contract: the obligation to win a minimum number of points or tricks

Contractor: 1. The player who assumes the contract; the high bidder. 2. Declarer or dummy (Bridge)

Conventional: 1. Orthodox; in accordance with common practice. 2. Systemic; in accordance with an agreed system

Conventions: common practices in partnership bidding and play; advance agreements between partners on systemic procedure

Copas: in the Spanish pack, the suit *cups*, corresponding to *hearts*

Copper: a cent or other token placed on a bet indicating that it is a bet on a card to lose (Faro)

Couleur (Fr.): 1. Suit, colour. A bet that the winning row will be of same colour as the first card dealt (Trente et Quarante)

Count: 1. Score; determine or total the score. 2. Numerical total of certain cards, as deadwood in Gin Rummy, cards played in Cribbage. 3. Base values. 4. Oral accumulation of scores, as in Piquet

Counter: 1. A token used in place of money; chip. 2. Counting card or bone

Counting Card (or bone). One that has intrinsic scoring value when taken in a trick

Count out: claim to have accumulated enough points for game, during play, thereby ending the play; go out during the play

Coup: 1. One deal, or the determination of one bet, in a banking game. 2. A brilliant play

Court Card: face card; a king, queen, or jack

Cover: play a higher card of the same suit than any previously played to the trick

Crack: 1. Abandon a policy of waiting or attrition; meld first, discard a dangerous card, as in Rummy. 2. Double (Bridge slang)

DICTIONARY OF CARD-GAME TERMS

Crazy Joker: the joker when used as a completely wild card (Poker)

Crib: the extra hand belonging to the dealer, formed by discards (Cribbage)

Cribbage Board: a scoring device used in Cribbage and other games

Crimping: method of bending cards for cheating

Cross-Ruff: alternate trumping of each other's plain-suit leads by two partners (Bridge, Whist)

Cross the Suit: name as trump a suit of opposite colour from that of the rejected turn-up (Euchre). *Cross-suit*, one of opposite colour

Crowns: English name of the fifth suit, blue or green in colour, at one time added to the standard pack

Cuadros (Sp.): the suit diamonds

Cue-Bird: one that systemically shows control of a suit by possession of the ace or a void (Contract Bridge)

Culbertson System: the bidding system used by the majority of Contract Bridge players.

Cumulative Scoring: method of scoring by determining the net total of the plus and minus scores made on all boards played by a partnership (Duplicate Bridge)

Curse of Scotland: the diamond nine.

Cut: 1. Divide the pack into two parts in completion of the shuffling; such division.
2. Draw cards from a spread pack to determine dealer, etc. 3. House share of a pot

Cut In: gain entry to a table by drawing cards for precedence

Cut the Pot: take a percentage from the pot, as to defray expenses or admission charges

Cuthroat: any game in which each plays for himself, especially as applied to variants of partnership games

D

D: abbr. of *dame* (→ queen)

Dame: Queen (Fr. and Ger.)

Dead Card: 1. One already played or discarded. 2. One ruled unavailable by a legal penalty. 3. One of the layout cr. which there is no further action because all four cards of the rank have shown (Faro)

Dead Hand: 1. One that must be abandoned in penalty for an irregularity. 2. Extra hand dealt to create stops (Stops); widow. 3. A player who has bet all his chips and may bet no more

Dead Man's Hand: a hand of two pairs, aces and eights, said to be the hand held by Wild Bill Hickock when he was shot (Poker)

Deadwood: 1. Unmatched cards remaining in a hand (Rummy). 2. The pile of discarded cards (Poker)

Deal: 1. Distribute cards to the players; such distribution or draw; the turn to deal. 2. The period from one distribution or draw to the next, including all such sub-periods as the auction, play, melding, betting, showing, scoring

Dealer: 1. The player who distributes the cards. 2. The banker

Deal Off: terminate a session by giving each player one more turn to deal

Deal Out: omit giving a card or a hand to a player

Deck: pack (of cards)

Declaration: 1. Announcement of melds or scoring combinations, as in Piquet. 2. The game or trump or no trump at which a deal is played

Declare: 1. Bid; make the trump. 2. Announce; predict *schneider* or *schwarz*. 3. Meld; show. 4. Count out

Declarer: the player who for his side first bid the denomination named in the contract, and who thereupon plays both hands of the partnership (Bridge)

Declaring Out: claiming, during play of a deal, to have won enough points to win the game; counting out

Defender: an opponent of declarer, or of the first bidder (Bridge)

Defence: the opponents of declarer (Bridge)

Defensive Bid: 1. One made by an opponent of the opening bidder. 2. One made to boost the opponent (Bridge)

Defensive Strength: cards expected to win tricks against an adverse contract (Bridge)

Demand Bid: one that systemically requires partner to respond or assure that the auction is kept open (Bridge)

Denial Bid: One showing lack of support for partner's declaration (Bridge)

Denomination: Rank. 2. The suit or no trump named in a bid (Bridge)

Deuce: two-spot, in cards and dice

Devil's Bed Posts: the club four

Diamantes (Sp.): the suit diamonds

Diamonds: the suit denoted by the symbol \blacklozenge ; also called *carreau* (Fr.), *Schellen*, *Eckstein*, *Ruthen* (Ger.)

Dis = Dix

Discard: 1. Lay aside excess cards in exchange for others from the stock or widow; a card so discarded. 2. Play a plain-suit card not of the same suit as the lead to a trick; a card so played

Discard Pile: the common pile of discarded cards (Rummy)

Discouraging Card: one that indicates no desire to have partner lead or continue the suit (Bridge)

Distribution: 1. Deal. 2. Division of cards among the hands, especially as to the number of cards of each suit dealt to each hand

Dix: the lowest trump, as the 7 in Klaverjass, the 9 in Pinochle. Also *dis*

Dog: Big Dog or Little Dog (Poker)

Domino Game: any card game in which the hands are replenished, after each trick, by drawing from the stock, as Gin Rummy

Dormitzer: a kibitzer of low intelligence or limited privilege (*jocular*). Also *dorbitzer*, *daubitzer*

Double: a call that increases the scoring items in case the last preceding bid becomes the contract (Bridge)

DICTIONARY OF CARD-GAME TERMS

Double Bete: 1. Loss suffered by a Bidder who has elected to play and has lost (Auction Pinochle). 2. Doubled penalty for certain irregularities

Double-Dummy Problem: one in which all four hands are shown to the solver (Whist, Bridge)

Double-Ended Straight: four cards in sequence, except A-K-Q-J and A-2-3-4 (Poker)

Double Pair Royal: four of a kind (Cribbage)

Double Run: a run of three cards with one rank duplicated, as 9-8-8-7 (Cribbage)

Double Solitaire: any Solitaire game when played by two; usually, each has his own pack and layout, but foundations are pooled

Doubleton: a holding of exactly two cards in a suit (Bridge)

Down: defeated; having failed to make contract; set; gone bete

Down and Out: the play of two cards, higher first, that show no more of the suit (Bridge)

Draw: 1. Pull cards from a spread pack, to determine dealer, etc. 2. Receive cards from the stock to replace discards; receive additional cards after the original deal; cards so received. 3. Drawn game

Drawn Game: one abandoned without victory for any player

Driver's Seat, In the: said of a player who holds what is sure to be the best hand (Poker)

Drop: withdraw from the current deal; discard one's hand, rather than put enough chips in the pot to remain an active player

Duck: fail to cover when able (Bridge)

Duke: hand of cards (*slang*)

Dummy: declarer's partner; the hand he lays on the table (Bridge)

Duplicate: a form of Whist or Bridge play in which all contestants play the same series of hands; a contest in any game, conducted in form analogous to Duplicate Bridge

Duplicate Board: a device for holding separate the four hands of a deal, for Duplicate play

Dutch Straight: = Skip Straight

E

E: abbr. of East

Eagles: American name of the fifth suit, green in colour, at one time added to the standard pack

East: conventional designation of one of the players in a four-hand game

Easy Aces: two-two division of the aces between the two sides, with no honour score for the deal (Auction Bridge)

Echo: a signal, the play of a higher and then a lower card of the same suit, made to request a lead or continuation of that suit (Bridge) or to request a trump lead (Whist); to signal in this way

Eckern, Eckstein (Ger.): the suit clubs

Edge: 1. = Age, eldest hand; the player at left of the dealer. 2. Advantage (from

the advantage of being eldest hand, in many games)

Elcheln (Ger.): the suit clubs

80 Kings: a meld of four kings, one of each suit (Pinochle)

Elder: sitting at the left (when the rotation is clockwise); non-dealer in two-hand play

Eldest Hand: player at left of the dealer (when the rotation is clockwise); the first to receive cards, and (usually) the first to bid or declare

Encouraging Card: one played to show a desire to have the suit led or continued by partner, or to show strength in the suit

Endhand: the dealer in three-hand play; the last active player to receive cards (Skat, etc.)

Endplay: any of several stratagems (especially *throw-in*) that can usually be executed only in the last phase of play (Bridge)

Entry: a card with which a hand can win a trick and so gain the lead

Equals: cards in sequence or which have become sequential by the play of all cards intervening in rank

Establish: make cards the best by forcing out adverse higher cards; clear

Established Suit: one that can be cashed in its entirety without loss of a trick

Euchre: failure of the making side to win three tricks (Euchre)

Exit: get out of the lead; compel another hand to win a trick

Exposed Card: one shown inadvertently, especially in partnership play, and therefore subject to penalty for giving information illegally

Exposed Hand: 1. One laid down in *open* play for a greater score, as in Solo. 2. The dummy hand (Bridge)

F

Face Card: any king, queen, or jack. (Also the obsolete *cavalier*)

Faced Hand: 1. One laid down in *open* play for a greater score, as in Solo. 2. The dummy hand (Bridge)

Fall of the Cards: identity and order of cards played, especially as it gives clue to the location of unplayed cards

False Card: one selected for play so as to mislead the opponents. *False-card*, to play such a card

False Openers: a hand with which a pot has been opened, but which is not so good as the rules require (Poker)

Family: the entire sequence or group of cards to be built on a foundation; a suit (Solitaire)

Family of Games: a group associated by superficial resemblances or common ancestry

Faro Bank: gambling house that banks a Faro game

Fatten (a trick): smear a high card on it (Pinochle). — the pot: ante again to a jackpot not opened on the previous deal (Poker)

DICTIONARY OF CARD-GAME TERMS

Fat Trick: one rich in counting cards

Feed: contribute to. — the kitty: set aside a percentage of each pot to defray expenses, as in Poker. — a player; discard a card he can use, as in Rummy

Fifteen: a combination of cards totalling 15; the score of 2 points therefore (Cribbage)

Fill: draw cards that improve the hand

Finesse: an attempt to win a trick with a card that is lower than a card of the same suit held by an opponent (Whist, Bridge)

First Hand: 1. The leader to a trick. 2. Eldest hand

Fish: draw cards from the stock

Fish-Hook: any seven (playing cards)

Five Fingers: the five of trumps (Spoil Five)

5-Point Card: any 7, 6, 5, 4 or black 3, each valued at 5 points (Canasta)

Five-Suit Pack: a pack of 65 cards at one time made by adding a fifth suit, Crowns or Eagles, to the regular 52-card pack

Flag-Flying: bidding for more tricks than can be won, to prevent the opponents from assuming the contract (Bridge)

Flash: 1. Expose a card, as in dealing. 2. A hand containing cards of all five suits (Poker with the five-suit pack)

Flush: 1. A hand or combination comprising cards of only one suit. 2. A meld of A-K-Q-J-10 of trumps (Pinochle)

Fold: drop; turn one's cards face down to signify withdrawal from the deal

Follow Suit: play a card of the suit led

Foot: bottom portion of the pack, set aside until needed (Pangungue)

Force: 1. Compel a player to trump if he wishes to win a trick. 2. Make a bid that systemically compels partner to respond (Contract Bridge). 3. Discard a card which the next player is compelled by the rules to pick up (Canasta, etc.)

Forced: 1. Legally compulsory. 2. Imperative for strategic reasons

Forcing Bid: one that systemically requires partner to respond or assure that the auction is kept open (Contract Bridge)

Forcing pass: one that systemically requires partner to overcall or to double an adverse bid (Bridge)

Fordern (Ger.): lead trumps

Forehand: eldest hand, especially in three-hand play

40 Jacks: a meld of four jacks, one of each suit (Pinochle)

Foul Hand: one of more or less than five cards, therefore compelled to drop (Poker)

Foundations: cards of a certain rank on which the rest of the pack is to be built. (Solitaire)

Fourchette: a tenace, when the hand on the right is known to hold the missing card, as A-Q held by a defender over the K in Dummy (Bridge)

Four-Flush: four cards of the same suit

Four of a Kind: four cards of the same rank

Frage: 1. Inquiry by forehand (Ger. *ich frage*, I ask) whether any other will bid against him. 2. The lowest-counting game in Skat, now obsolete

Freak: wild card

Freak Hand: 1. One of unusual pattern or content. 2. One that contains eleven or more cards in two suits, or one suit longer than seven cards (Bridge)

Free Bid: one made voluntarily, not under any systemic compulsion (Bridge)

Free Double: double of an adverse bid that is sufficient for game even if made undoubled (Bridge)

Free Ride: opportunity to play in a pot without chipping

Freezeout: any game in which losers retire, leaving winners to continue play until only one survives

Freezer: an anticipatory short call when two or more other players are raising; further raises then go to a side pot (Poker)

Freeze the Pack: discard a wild card, thereby increasing the difficulty of taking the discard pile (Canasta)

Frog: one of the games in Frog Solo, Ombre, etc.

Full Hand = Full House

Full House: three cards of one rank and two cards of another rank (Poker)

Full Pack: the pack of 52 cards. (See *Standard Pack*)

Fuzzing: shuffling the pack by drawing cards simultaneously from top and bottom

Gambler's Point: 1. The count for the ten of trumps (All Fours). 2. The point for game (All Fours)

Game: 1. A pastime in general. 2. A variant of a basic game, as Seven-Card Stud Poker. 3. A bid or declaration, as club solo, grand tournee, in Skat 4. A period in a session of play, from which emerges a winner. 5. The number of points, accumulation of which wins a game, as the game of 100 in Piquet. 6. Fulfilment of contract; the number of points necessary to fulfil contract, as, the Player makes game at Skat by winning 61 or more points. 7. The ten of trumps; a point awarded for winning a majority of the count in counting cards (All Fours). 8. A style or system of play

Game Holes: extra holes at one end of a Cribbage board, from which pegs start and finish to mark a game

Gate: the pay-off card (Monte Bank)

Gelb (Ger.) the suit diamonds ("yellow")

Ghoulie: a form of Contract Bridge in which goulashes are dealt

Gift: 1. The point scored by eldest hand when he begs and dealer decides to play (All Fours). 2. Good score on a board in consequence of adverse error (Duplicate Bridge)

Gin: a complete hand with no unmatched cards (Gin Rummy)

Go Back: to redouble (Bridge Whist)

Go Down: end the play by placing the remainder of one's cards face up on the table (Rummy)

Go In: take a batch of cards from the discard pile (500 Rum)

DICTIONARY OF CARD-GAME TERMS

Good: concession by a player that he cannot beat a scoring combination announced by opponent, as in Piquet

Go Out: get rid of the last card in the hand (Rummy)

Go Over: 1. Bid higher. 2. Play a higher card

Go Rummy: go out by melding the whole hand in one turn, having made no previous meld (Rummy)

Goulash: a freak deal deliberately produced by bunching without shuffling and by dealing in batches (Bridge)

Grand, Grando: 1. A game in which jacks only are trumps (Skat). 2. A solo game with hearts trumps (Frog)

Grand Coup: the trumping of an own winning card, to shorten for a trump pick-up (Bridge)

Grand Slam: the winning of thirteen tricks by one side (Bridge)

Group: matched set; especially a set of three or four cards of the same rank, as distinguished from a sequence (Rummy)

Grun (Ger.): the suit spades

Guarantee Solo: a bid to win more than a simple majority of the points in play (Six-bid Solo)

Guard: a low card accompanying a high card, saving the latter from having to be played on adverse higher cards, as Q-x-x, the low cards falling on the ace and king if led

Gucki: a game in which the high bidder picks up the widow, making jacks trumps (Skat)

Guckser = Gucki

H

Hand: 1. The cards originally dealt to a player; any portion thereof remaining unplayed. 2. Same as Deal, sense 2. 3. A player (holder of a hand). 4. Stock; remainder of the pack after the layout is dealt (Solitaire)

Handplay: a game in which the high bidder does not pick up the widow; = solo (Skat)

Head: top portion of the pack, from which the hands are dealt and cards are drawn during the play (Panguingue)

Head a Trick: play a card higher than any previously played to the trick

Heart Convention: a Bridge-Whist agreement that if third hand doubles a no-trump make his partner's opening lead must be a heart

Hearts: the suit denoted by the symbol ♥; also called coeur (Fr.), Herz, Roth, Rot (Ger.)

Heel, or Heeled Bet: a bet on one card to lose and another to win (Faro)

Help: 1. Raise, assist. 2. Hold helpful cards (in support of partner)

Herz (Ger.): the suit hearts

High: 1. Best, master (card). 2. Having the best score. 3. The ace of trumps, or the highest trump dealt

— **High:** headed by the card named, as *ace-high*, a Poker hand

High-Card Trick: one that is won by rank in the suit led, not by a trump or a long card

Hinterhand (Ger.): last hand; the last to receive cards in the deal; = endhand

His Heels: the turn of a jack as the starter; the score of 2 points therefore (Cribbage)

His Nob: a jack of same suit as the starter, in hand or crib; the score of 1 point therefore (Cribbage)

Hit. 1. Turn of a card of same rank as that called in order (Treize). 2. Discard a card that the next player can use (Rummy games). 3. Deal another card to (a player) (Vingt-et-Un)

Hit me: player's request to dealer for an additional card (Vingt-et-Un)

Hoc: 1. Any of the six highest cards in Hoc (four kings, spade queen, diamond jack). 2. The last card left in the box on which there is no action (Faro). Also *hock*, *hocy*, *hockelty*

Holding, Holdings: the hand or any part thereof; — *in a suit*, the cards of that suit held in the hand

Hold Up: refrain from playing (a high card)

Hope: see *In the Hole, Take a Hole*

Hole Card: first face-down card dealt to a player (Stud Poker)

Home: up to average expectation in total score (Cribbage)

Honours: 1. The five highest trumps, or the four aces at no trump (Bridge). 2. The four highest trumps (Whist). 3. The K, Q, J, A and 7 of trumps (Imperial)

Honour-Tricks: units in the Culbertson high-card valuation system (Bridge)

Howell Movement: a method of progression in Duplicate Bridge

Howell Settlement: a method of scoring in Hearts

Hoyle: common term for any book on intellectual games. *According to* —, in conformance with traditional rules or strategical precepts; after Edmond Hoyle (1679-1769), English writer whose *Short Treatise on Whist* (1742) stimulated wide interest in intellectual games

I

Immortal Hand: one that is sure to win; — Cinch Hand

Imperfect Pack: one so worn that some cards are identifiable from the back

Improve: draw cards that better one's hand

Incorrect Pack: one from which cards are missing or which contains unwanted duplicates

Index: the number or letter printed in the corner of a playing card, so that it may be read when held in a fan

Indifferent Cards: those whose rank need not be specified in posing a problem; equals; low plain cards; non-counters; a poor hand

Individual: a type of Duplicate Bridge contest in which partnerships change and

DICTIONARY OF CARD-GAME TERMS

score is kept for individuals instead of pairs

Information: disclosure of holdings, intentions, and desires between partners through the legitimate channels of bidding or play

Informatory Double: a systemic double made primarily to give information to partner (Bridge)

Initial Bid: 1. First bid made by a side.
2. First bid of a deal, = Opening Bid

Initial Meld: the first made by a side (Canasta)

Inside Corner: Faro bet on three cards, so-called from the placement of the bet on the layout

Inside Straight: four cards needing a card of interior rank to form a straight, as 8-7-6-4 (Poker)

Insufficient Bid: one that is not high enough to supersede the last previous bid

Insurance: in Vingt-et-Un, a bet that dealer will not get a natural, when he has an ace showing

Intermediate Cards: those middling in rank between the highest and lowest, as tens and nines in Bridge

Interval of Betting: period during which bets are made and players may drop

In the Box: in Chouette, playing alone against the other participants as a team

In the Hole: 1. Having a minus score, so-called from the practice of making a score negative by drawing a ring around it. 2. Dealt face down (Stud Poker)

In the Mitt: received in the deal, as 100 aces in the original hand (Pinochle)

Inverse: a bet that the winning row will be of opposite colour from the first card dealt (Trente et Quarante)

Invitation: a bid that invites but does not command partner to make a response (Bridge)

Ironclad Hand: one that is sure to win

Irregularity: any departure from a rule of correct procedure (always in the sense of inadvertent error, not intentional misdeed)

J

J: abbreviation of jack

Jack: 1. One of the face cards (playing cards); knave. Also called valet (Fr.), Bube, Wenzel (Ger). 2. The jack of trumps; the score for winning it (All Fours). 3. A pool increased by the pool left from the previous deal, not won (Hearts). 4. Jackpot

Jackpot: a deal of Draw Poker in which every player antes and (usually) a pair of jacks or better is required to open

Jambone: a game in which a lone player exposes his hand and allows the opponents to play his cards (Railroad Euchre)

Jamboree: a hand of the five highest trumps (Railroad Euchre)

Jass, Jasz, the jack of trumps (Klüberjass)

Jettison: discard unwanted cards, especially to resolve a block (Bridge)

Jeu (Fr.): game; hand; system of play

Jeux de Regle (Fr.): regulation hands, those on which it is mathematically correct to stand and play (Ecarté)

Jink It: play on for all five tricks, after winning three tricks (Spoil Five)

Joker: an extra card furnished with the standard pack, used in some games as a wild card or as the highest trump. See also *Bug*

Jump Bid: an overcall naming more tricks than legally necessary (Bridge)

K

K: abbreviation of king

Kartenspiel, das (Ger.): pack of cards

Kibitzer: a non-playing spectator, especially one who criticizes. (Pronounced kib/itzer.) Also *kibbitzer, kiebiter*; from Ger. *kiebitz* (pewit), a bird that protects its eggs by annoying those who approach them

Kicker: an extra card held with a pair for a two-card draw (Draw Poker)

Klitter: a hand with no card higher than a nine, no pair, and no four-flush or four-straight (Poker)

King: one of the face cards (playing cards). Also called roi (Fr.), König (Ger.)

Kitty: 1. A percentage taken out of the stakes to pay expenses or admission fees. 2. A pool to which betes are paid and from which royalties are collected; a pool that shares like a player in winnings and losses of certain Pinochle bids. 3. Widow

Kn: abbreviation of *knave*

Knave: jack (playing card)

Knock: 1. Rap on the table to signify check (Poker) or pass or waiver of cutting the pack. 2. End the play by laying down one's hand (Rummy)

Knockout Tournament: one that is a series of matches between two contestants at a time, the loser being eliminated

König, der (Ger.): 1. King (Chess, playing cards, etc.). 2. An inactive player.

Kreuz, Kreutz (Ger.) = the suit clubs ("cross")

L

Lanzas (Sp.): the suit spades

Laps: the carrying forward of excess points from one game to the next

Last: 1. The point for playing the last card (Cribbage). 2. The score for winning last trick, as in Pinochle. 3. Obligatory warning by dealer that the last eight cards of the pack are reached (Casino)

Laub (Ger.): the suit spades

Läufer, der (Ger.): bishop (Chess)

Lay away: 1. Discard after picking up the widow, as in Skat. 2. Give cards to the crib (Cribbage)

Lay Card: plain card

Lay Down: 1. Meld a set. 2. Knock (Rummy)

Laydown: cinch hand

Lay Off: 1. Meld separate cards by adding them to sets already on the table (Rummy). 2. Bet money previously accepted as the bet of another person

DICTIONARY OF CARD-GAME TERMS

- Layout:** 1. A table marked with compartments for bets on various propositions in a banking game. 2. The array of cards first dealt to begin a Solitaire game
- Lead:** 1. Play the first card to a trick; the card so played. 2. Willingness to make the voluntary bet in Poker (see *Take the Lead*)
- Lead Through** (a player): lead to a trick to which that player must be the second and not the last to play
- Lead Up To** (a player): lead to a trick to which that player will play last
- Least:** a game to take as few points as possible (Schafkopf)
- Left Bower:** the jack of the other suit of same colour as the trump (Euchre)
- Left Pedro:** the five of the other suit of same colour as the trump (Cinche)
- Levée** (Fr.): trick
- L.H.O.:** left-hand opponent (Bridge)
- Light:** in debt to the pot
- Lilies:** spades, when declared for trumps at an increased value (Bridge-Whist)
- Limit:** the maximum amount by which any player may increase the previous bet (Poker)
- Line:** the score for a box (Gin Rummy)
- Little Casino:** the spade deuce (Casino)
- Little Cat** = Little Tiger
- Little Dog:** a hand of seven-high and deuce-low but no pair (Poker)
- Little Slam:** the winning of twelve tricks by one side (Bridge)
- Little Tiger:** a hand of eight-high and three-low but no pair (Poker)
- Live Card:** one still in the hands or stock and therefore available, not dead
- L.O.:** opponent at one's left
- Long Game:** one in which the entire pack is put into play, as Bridge
- Lone Hand, Lone Player:** one who elects to play without help of his partner's hand
- Long Card:** one left in a hand after all opponents are exhausted of the suit
- Long Suit:** a holding of four or more cards of a suit (Bridge); the longest holding in any suit in a hand
- Look:** call, see (Poker)
- Loose Card:** one that can be discarded as useless (Whist, Rummy)
- Losing Card, Loser:** a card that cannot be expected to win a trick or to fall on a trick won by partner
- Love:** score of zero. — game, one in which the loser scores nothing
- Low:** 1. The deuce of trumps or the lowest trump dealt; the score for winning it (All Fours). 2. One's lowest card that can legally be played
- Lurch:** the winning of a game when the opponent has not passed the half-way mark (Cribbage)
- Majeur, Major:** the non-dealer in a two-hand card game
- Major Tenace:** the A-Q of a suit, or equivalent combination when some of the high cards are dead (Bridge)
- Make:** 1. The contract; the denomination or game named in the contract. 2. To name the trump suit or game. 3. To fulfil the contract
- Make Good:** add enough chips to the pot to meet the previous bet or raise
- Make It:** name the trump suit or game
- Maker:** player who names the trump suit or game
- Make the Pack, Make Up:** gather and shuffle the pack for the next deal
- March:** the winning of all the tricks by one player or side; the score therefore (Euchre)
- Marker:** 1. Token or chip used in place of money, especially at Faro. 2. Device for keeping record of the score. 3. Scorekeeper. 4. Promissory note
- Marriage:** 1. A meld, the K-Q of a suit, as in Pinochle. 2. A build of two matching cards (Solitaire)
- Master Card:** the highest card of a suit still in play; best card
- Matador:** 1. Each high trump held in an unbroken sequence with the highest (Skat). 2. Any high trump
- Match Game** = Set Match (Bridge)
- Matched, Matching:** corresponding in kind, said of cards that may legally be melded (Rummy) or built (Solitaire)
- Matched Card:** one that forms part of a valid set. *Matched set*, three or more cards forming a valid meld, as three aces or 8-7-6 of hearts (Rummy)
- Match-Point Scoring:** a system of scoring used in Duplicate Bridge
- Mayonnaise** = Goulash
- Mechanic:** a card cheat; a crooked dealer
- Meet a Bet:** call, add enough chips to make a total contribution equal to the maximum made by any previous player (Poker)
- Meld** (Ger., announce): place one or more cards face up on the table as provided by the rules, whether in a set or in laying off; any card or cards melded; a valid set
- Menel:** the 9 or 7 of trumps, often elevated to second rank
- Middlehand:** player at right of the dealer, in three-hand play; second active player in order
- Middle Straight** = Inside Straight
- Military:** progressive; applied to a tournament in which the winners of each round receive flags, and the player with the most flags at the end wins the tournament
- Milking:** a method of shuffling, by drawing cards simultaneously from the top and bottom of the pack
- Mineur, Minor:** the dealer in a two-hand game
- Minor Suit:** diamonds or clubs (Bridge)
- Minor Tenace:** the K-J of a suit, or equivalent combination when some of the high cards are dead (Bridge)

M

Main Pot: the first pot formed in a deal, as distinct from later side pots (Table Stakes Poker)

DICTIONARY OF CARD-GAME TERMS

O

Misdeal: any irregularity in dealing that requires a new shuffle and deal. (*Note:* this term is sometimes reserved to an irregularity that by rule forfeits the player's turn to deal, as distinct from *redeal* or *new deal* by the same player.)

Misere, Misery: a bid or game to win no tricks, = *Null*

Miss: 1. Fail to draw a helpful card (antonym of *fill* or *improve*). 2. The widow (*Loo*)

Mistigril: 1. The joker (Joker Poker). 2. The club jack, = *Pam* (*Loo*)

Mittelhand (Ger.): middlehand; the second to receive cards in a three-hand game

Mixed Canasta: a meld of seven or more of a kind, including wild cards (*Canasta*)

Mixed Pair: in tournament play, a partnership of a man and a woman

Monkey Flush: three cards of a suit, not in sequence (*Poker*)

Mort, La (Fr.): dummy

Muggins: the rule that a player may score for himself points earned but not claimed by his opponent (*Cribbage*, *Sniff*)

Multipliers: factors by which the base value of a declaration is multiplied to determine the value of a game (*Skat*)

N

N: abbr. of North

Naipes (Sp.) *N:* playing cards

Nap: 1. A bid to win all the tricks (*Napoleon*). 2. The A-2-3 of a suit (*Tresette*)—from *Napolitano*

Natural: 1. Without use of a wild card. 2. The combination of an ace and a ten or face card, counting 21 (*Vingt-et-Un*). 3. Point of 8 or 9 in two cards (*Baccarat*) 4. A build in suit, when builds not in suit are allowed (*Solitaire*)

Natural Canasta: a meld of seven or more cards, none wild (*Canasta*)

Natural Card: any that is not wild

Natural Points: those scored necessarily in every deal, as big casino, high

Negative Double: one made chiefly for information of partner (*Bridge*)

Nell: the nine of trumps, = *Mcnel* (*Jass*)

Neutral Score: an arbitrary score assigned by the referee, when regular play is not feasible (*Duplicate Bridge*)

Next: the other suit of same colour as the turn-up (*Euchre*)

Nits and Lice: two small pairs (*Poker*)

No: declaration meaning "I pass"

Noir (Fr.): black

No Trump: a bid or game to play out the hands without a trump suit

N-S, E-W: compass points, used to designate the four players in a game, as *Bridge*. (*Notes:* compass designations are often used also in three-hand and two-hand games)

Null, Nullo: 1. A bid to win not a single trick, or not more than a specified number of tricks. 2. A non-counting card

Numerical Overcalling: sufficiency of bids determined by the scoring values rather than by the number of odd-tricks

Ober (Ger.): a playing card queen. (*Notes:* when this term is used, the jack is called *unter*)

Odds-On: odds at less than even money

Odd Trick: a trick won by declarer in excess of six (*Bridge*); the seventh trick won by a side (*Whist*)

Off, see *Play Off*

Off Card: one that is not part of a meld or a combination (*Rummy*)

Offensive Strength: cards that are expected to win tricks at one's own declaration (*Bridge*)

Official: validated by having won a trick (*Pinochle*)—said of a meld

Ombre: "the man", the player who undertakes a game; the contractor (*Ombre*)

On: 1. Having placed a bet. 2. See *Play On*

Once Around: game fixed at 61, when scored on a *Cribbage* board

One-Ended Straight: four cards in sequence, either ace-high or ace-low (*Poker*)

One-Eyes: face cards on which the picture shows only one eye; in the standard pack, these are the ♠J ♥J, and ♦K

100 Aces: a meld of four aces, one of each suit (*Pinochle*)

One Pair: a hand containing two cards of the same rank, with three unmatched cards (*Poker*)

Open: 1. Make the first bid, declaration, or move. 2. Make the first bet in the first betting interval (*Draw Poker*). 3. Make the first lead of a suit. 4. Face-up on the table, as a card in *Stud Poker*. 5. Meld (*Pinochle*)

Openers: a hand with which the pot may legally be opened, usually a pair of jacks or better (*Draw Poker*)

Opening Bid: the first bid of a deal; a hand strong enough for such a bid (*Bridge*)

Opening Lead: the first lead of a deal

Open Play: exposure of his hand by the high bidder, to earn increased score if he makes contract

Opera: the play of one's entire hand in a single turn; the bonus therefor (*Comet*)

Opponent: 1. A player of the other side.

2. An adversary of the high bidder or contractor, especially when two or more adversaries combine against him

Order It Up: declaration by an opponent of the dealer, accepting the turn-up for trump (*Euchre*)

Original Bid = *Opening Bid*

Original Hand: a hand as dealt, before its alteration by draw, discard, meld, or play

Overbid: 1. A bid of more than the value of the game named by the bidder (*Skat*).

2. Overall. 3. An unduly optimistic bid

Overcall: 1. A bid or declaration legally sufficient to supersede the last previous bid.

2. Such a bid when made by a defender (*Bridge*). 3. To make such a declaration

Overhand Shuffle: one executed by holding the pack in one hand and dropping batches of cards into the other

DICTIONARY OF CARD-GAME TERMS

Over-Ruff, Overtrump: play a trump higher than one previously played to the trick
Overs: the count of 1 point for each card won in excess of thirty. *Spade overs* the count of 1 point for each spade won in excess of eight (Casino)
Overtrick: a trick won by declarer in excess of his contract (Bridge)

P

Pack: 1. Deck; all the cards used in a game, collectively. See also *Standard Pack*.
 2. Discard pile, as in Canasta
Packet: a portion of the pack, less than the whole
Paint: 1. Any face card. 2. Discard a heart on a trick won by another player. *Painted*, having taken a heart in a trick (Hearts)
Pair: 1. Two cards of the same rank. 2. Two players in partnership
Pair Royal: three of a kind (Cribbage)
Pam: the club jack (Loo)
Pam Be Civil: player's request that pam be withheld so that he can win the current trick (Pam-Loo)
Partial: a trick-score less than is necessary for game; part-score (Bridge)
Partner: another player with whom one shares a common score, and with whom one therefore co-operates in the bidding and play
Part-Score: a total trick score less than is necessary for game (Bridge)
Pass: 1. A declaration signifying that the player at that turn does not wish to bid, or that he withdraws from the deal.
 2. Cards exchanged among the original hands (Black Lady)
Pass and Back In: The rule that a player may enter a pot after having passed (Poker)
Pass and Out: the rule that a player who once passes must drop out of the deal (Poker)
Pass Out a Deal: abandon the deal after all players pass
Passt Mir Nicht (Ger.): the game of second turn in Skat ("suits me not")
Pat: without drawing (Poker)
Pat Hand: one that is held intact, the player refusing to draw or discard, as in Draw Poker; a straight, flush, or full house
Pattern: the distribution of a suit to the four hands, or the division of one hand into four suits, expressed by four numbers, as 4-4-3-2 (Bridge)
Pay in Cards: said of a punter when his point is tied by the banker
Pedro: the five of trumps, as in Pedro
Peg: a marker used in scoring on a Cribbage board; to score especially during the play (Cribbage)
Pelter: = Kitter
Penalty Card: an exposed card that must be played at first legal opportunity (Bridge)
Penalty Double: one that is not systematically informative; one made with the expectation of defeating the adverse bid (Bridge)
Penny Ante: a game in which the ante or

limit is one cent (Poker); hence, any game for insignificant stakes
Pianola: a hand that plays itself; cinch hand (Bridge)
Pic: the bonus of 30 for scoring 30 in declarations and play before opponent scores a point (Piquet)
Pick-up: the capture of an adverse trump that would otherwise win a trick, by plain-suit leads through the adverse hand (Bridge); commonly called *coup* or *grand coup*
Picture Card: = Face Card; any king, queen, or jack
Pigeon: a card drawn that greatly improves the hand (Poker)
Pik = Pi
Piker: 1. A cheapskate; a player who bets or bids too little. 2. A player other than a principal (Skinball)
Pink: (slang) of the same colour—"they're all pink," signifying a flush (Poker)
Pinochle: a meld of the ♠Q and ♦J; a meld of Q-J with the suits variable according to the trump suit (Pinochle)
Pip: 1. Any of the suit symbols on a playing card. 2. Any of the dots on dice or dominoes
Pique: (Fr.) 1. The suit spades. 2. Pic
Pitch: make the opening lead; the card so led, which fixes the trump suit (Pitch)
Pivot: player who retains his seat while the others move (Pivot Bridge)
Places Open: the outstanding cards, drawing any of which will improve the hand
Plain Suit: any that is not trumps
Play: 1. Contribute a card to a trick; make a move in a board game or in Solitaire.
 2. The card played; the move made. 3. In a card game, the period during which the hands are depleted by plays to tricks to a common pile, etc. 4. Betting in general,
Playboy: the jack of trumps (Spoil Five)
Played Card: 1. One legally construed to be played, and so non-retractable. 2. Any dead card
Player: 1. Any participant in a game. 2. An active participant, as distinct from one dealt out of the current deal. 3. The high bidder, contractor, as in Skat (often capitalized). 4. A card that can be laid off on a meld (Rummy)
Playing to the Score: modifying normal tactics of bidding or play when one side has an excessive lead or is close to game
Playing Tricks: cards not necessarily high, or trumps, expected to win tricks in actual play (Bridge)
Play Off: play a card that will not enable opponent to make a run (Cribbage)
Play On: play a card that may enable opponent to make a run (Cribbage)
Play Over: play a higher card, cover
Plus Values: elements of strength in a hand not directly countable under an arithmetic system of hand valuation (Bridge)
Point: 1. A unit of scoring. 2. The score for holding the longest or highest suit (Piquet, etc.). 3. The digit signifying the numerical total of one's cards (Baccarat)

DICTIONARY OF CARD-GAME TERMS

Point Count: a method of valuing a Bridge hand by assigning relative numerical values to the high cards

Point Value: the assigned value, for scoring purposes of a counting card

Pone: the non-dealer in a two-hand game; the player at dealer's right

Pool: pot; an accumulation of chips from antes, bets, forfeits, etc., to win which is the object of the game

Pope: the diamond nine (Pope Joan)

Positive Double: one made with expectation of defeating the adverse bid (Bridge)

Post-Mortem: discussion of the merits of the bidding and play of a past deal

Pot: pool; an accumulation of chips from antes, bets, forfeits, etc., to win which is the object of the game

Poverty Poker: the rule that a player's losses are limited to one or two stacks; thereafter he may draw chips from the banker and his further losses are shared by the other players

Predict: announce intention to make *schneider* or *schwarz* (Skat)

Pre-empt: a high opening bid, made to shut out adverse competition (Bridge)

Preference: a suit that has bidding precedence over the other three suits, as in Boston; a bid in the preferred suit

Premiums: 1. Royalties; bonuses paid for certain exceptional hands. 2. All scores other than for odd tricks (Bridge)

Previous Bet Limit: a limit on any raise, equal to the largest amount previously put in the pot at one time by any player (Poker)

Primiera: a scoring combination, one card of each suit (Scopa)

Principal: 1. Active player. 2. Backer

Prison, In: said of bets not settled by the current coup, but held in abeyance for the next coup

Prize Pile: the discard pile when frozen (Canasta)

Progression: the movement of players or boards from table to table in a Duplicate or Progressive tournament

Progressive: 1. A form of tournament in which players progress according to their scores, the cards being shuffled and dealt at every table. 2. Accumulating from deal to deal

Proil, Prial: contraction of *pair royal*

Promotion: improvement in relative rank through the fall of cards originally higher.

Proposal: request by the non-dealer that additional cards be dealt, in *Ecarte*. Also *proposition*

Protection: 1. Cards by which others are guarded. 2. Act of cinching (Cinch). 3. A bid made in the belief that partner has passed a strong hand (Contract Bridge)

Psychic Bid: one made without cards to support it, for purpose of misleading the opponents (Contract Bridge)

Punter: one who plays against the bank in a banking game

Puppyfoot: the club ace; any club

Push = stand-off

Q

Q: abbr. of queen

Quatorze: four of a kind, tens or higher, counting 14 (Piquet)

Queen: one of the face cards (playing cards). Also called *dame* (Fr. or Ger.)

Quick Tricks: units in a system of valuation of high cards; aces, kings and queens in combination (Bridge)

Quinola: a privileged card in *Reversis*. *Great* —, the heart jack; *Little* —, the heart queen

Quint: a sequence of five cards (Piquet).

Quint major, the A-K-Q-J-10 of a suit; *quint minor*, the K-Q-J-10-9

Quintract: a name given to Five-suit Bridge

Quitted Trick: one that has been turned face down; one that no longer may legally be inspected

R

R: abbr. of *roi*, *rey* (King)

Raise: 1. Bet more than is necessary to call; the amount by which a bet exceeds the amount necessary to call (Poker). 2. Bid higher in a denomination previously bid by partner; such a bid (Bridge)

Ramsch: nullo; a game to take as few points as possible (Skat)

Rangdoodles: = Roodles

Rank: the ordinal position of a card in its suit, determining what card wins or beats another; the precedence of suits in bidding or showing

Rearhand: = Endhand

Rebid: a second bid by the same player in the same denomination: a second bid by the same player in any denomination; make such a bid (Bridge)

Redeal: 1. A new deal by the same player, after an irregularity in dealing. 2. A new deal of some of the cards, usually the waste-pile, sometimes the tableau (Solitaire)

Redouble: a call that has the effect of further increasing certain scoring quantities in case the bid redoubled becomes the contract (Bridge)

Reduce: lower the count of one's deadwood by discarding high cards. *Reducer*, a low card (Rummy)

Re-entry: a card with which a hand can gain the lead after having lost it

Refalt: the same count in both rows (Trente et Quarante)

Refuse: 1. Reject a proposal (*Ecarté*). 2. Accept a beg, thereby refusing gift to eldest hand (All Fours)

Reject: nullo; a game to take as few points as possible (Skat)

Released Card: one made available by the removal of covering cards (Solitaire)

Reneg, Renig: 1. The privilege of withholding a high trump, discarding instead, when a lower trump is lead, as in Spoil Five. 2. Revoke

Renounce: fail to follow suit because void of the suit led; a void

Repic: the bonus of 60 for scoring 30 in

DICTIONARY OF CARD-GAME TERMS

declarations before opponent scores a point. Also *repique*. (Piquet)

Reserve: a part of the layout, cards available to be built elsewhere but not themselves to be built on until moved (Solitaire)

Response: 1. A bid made in reply to a bid by partner. 2. A card selected to be played to partner's lead so as to give him information (Bridge)

Revoke: play a card of another suit when able to follow suit; fail to adhere to a legal requirement as to trumping, heading, going over

Revolution: a null overture game in which the opponents pool their hands and re-divide the cards as they please (Skat)

Rey: in the Spanish pack, a king, numbered 12

R.H.O.: right-hand opponent

Riffle Shuffle: one executed by butting the ends of two packets together and interlacing the cards while riffing them with the thumbs

Right Bower: the jack of trumps (Euchre)

Right Pedro: the five of trumps (Pedro)

R. O.: opponent at one's right

Rob: exchange a card in hand for the turn-up (All Fours)

Rob the Pack: select any desired cards from the stock to replace discards (Cinch)

Roi (Fr.): king

Roodles: a round of jackpots with doubled limits (Poker)

Rope: a set in sequence (Rummy)

Rotation: the progress of the turn to deal, bid, bet, play, etc., which is from player to player to the left, clockwise. (*Note:* Clockwise rotation is standard for all American and English games. Many games originating in Italy, Spain, China, and elsewhere are traditionally counter-clockwise)

Rot, Roth (Ger.): the suit hearts

Rough: relatively poor, as "a rough seven" (7-6-5-4-2) in Lowball

Round: 1. One series of consecutive turns, one turn to each active player, in receiving cards during the deal, in bidding, betting, playing (= trick), or in duty of dealing. 2. Period of a tournament during which there is no progression

Round Game: one in which there are no partnerships, and, usually, the number of players can vary

Round House: a meld of one K-Q in each suit (Pinochle)

Round-the-Corner: circular sequence of rank in a suit, K-A-2 being sequential

Round Trip: a meld of one K-Q in each suit (Pinochle). Also, *Round House*

Row: a horizontal line of cards (Solitaire) or squares on a board, as in Checkers

Royal: a sequence of K-Q-J of the same suit (Thirty-Five)

Royal Flush: an ace-high straight flush, the highest possible hand barring wild cards (Poker)

Royal Marriage: a meld, the K-Q of trumps (Pinochle)

Royals: 1. — Lilies (Bridge Whist). 2. English name of the fifth suit at one time added to the standard pack

Royal Sequence: a meld the A-K-Q-J-10 of trumps, = flush (Pinochle)

Royalties: bonuses paid to a player who holds a specially high hand (Poker, Pinochle)

Rubber: the winning of the first two out of three games by one side

Rubber points: points given for winning a rubber (Whist)

Rubicon: failure of the loser of a game to reach a certain minimum score, as 100 in Piquet lurch

Ruff: play a trump on a plain-suit lead.

Rule of Eleven: the fact that when a player leads the fourth-best of a suit the difference of its rank from 11 is the number of higher cards of the suit in the other three hands (Whist, Bridge)

Rule of the Fourth Best: 1. The conventional practice of leading the fourth-best of a long suit. 2. The fact that such a lead shows that if the leader has more than four cards, the additional cards are lower in rank than the lead. (Whist, Bridge)

Rummy: 1. A complete hand with no unmatched card; get rid of the last card in the hand. 2. Call made by a player in claiming a discard when more than one may claim (Rummy)

Run: a sequence of three or more cards (Cribbage, Rummy)

Runt: 1. Any hand less than one pair. 2. The hand 7-5-4-3-2 in two or more suits, the lowest possible, except in Lowball (Poker)

Run the Cards: deal additional cards and turn a new trump card, after a beg is accepted (All Fours)

Ruthen: (Ger.) the suit diamonds

S

S: abbr. of South

Sacrifice: make a sacrifice bid

Sacrifice Bid: one made without expectation of fulfilling contract, to prevent the opponents from assuming the contract (Bridge)

Safe Discard: one that the next player surely or probably cannot use or pick up (Rummy)

Salt the Pack: discard from a meld or combination, in order later to retrieve the card together with others above it (500 Rum)

Samba: seven cards of the same suit in sequence (Samba)

Sandbag: withhold action on a good hand, in order to trap an opponent into greater loss

Say: turn to declare (*colloquial*)

Schellen: (Ger.): the suit diamonds

Schippen: (Ger.) the suit spades

Schmelss: proposal to abandon the deal, on refusal of which the opponent becomes the trump maker (Klüberjaas)

Schmier, Schmeer = Smear

Schneider: 1. Failure to win more than half the points necessary to make or defeat a

DICTIONARY OF CARD-GAME TERMS

- contract, by one player or side, as in Skat.
- 2. Loss of the game with zero score; shut-out (Gin Rummy)**
- Schuppen (Ger.):** the suit spades
- Schwarz (Ger.):** 1. Black. 2. Loss of all the tricks by one player or side, as in Skat
- Scoop:** sweep: the count of 1 point for taking all the cards on the table (Scopa)
- Score:** 1. Counting value of specific cards or tricks. 2. The accumulated total of points won by each player. 3. Scoresheet.
- 4. Mark or record the score**
- Second Hand:** the second player in turn to call or play
- Second Turn:** a game in which trump is fixed by the second card turned from the widow (Skat)
- Section:** in a tournament, a group of tables playing as a unit
- See:** meet a bet, call a bet
- Seeding:** in a knockout tournament, the placement of the strongest players in different brackets so that they will meet in late rounds
- See-Saw = Cross-Ruff**
- Semi-Set:** a cut-in game where two of the players are always partners when both are playing (Bridge)
- Semi-Two-Suiter:** a hand with one suit of four cards and another longer suit (Bridge)
- Senior:** eldest hand; adversary who leads to the first trick
- Septet:** a sequence of seven cards (Piquet)
- Sequence:** 1. Two or more cards of adjacent rank, as 8-7. 2. A set or meld of three or more cards of adjacent rank, as 8-7-6 (and of the same suit if the rules so require)
- Serve:** deal cards, especially in replacing discards
- Set:** 1. Defeat the contract; defeated. 2. A valid meld; three or more cards of the same rank, or of the same suit in sequence (Rummy)
- Set-Back:** scoring in which the value of a bid is deducted from the contractor's score if he fails to make it
- Set Match:** play with unchanging partnerships (Bridge)
- Sextet, Sextette:** a sequence of six cards (Piquet)
- Sewed In:** unable to exit (Bridge)
- Shed:** to discard
- Shoe:** the dealing box in Baccarat
- Short Game:** any in which not all the cards of a pack are put into play during a deal, as Euchre
- Short Pair:** in Jackpot Poker, any pair lower than jacks
- Short Suit:** a holding of less than one's average share of a suit; a suit of two or fewer cards in Bridge
- Show:** 1. Expose; meld; showdown. 2. Count the scores in hand and crib (Cribbage)
- Showdown:** comparison of the full hands of all active players to determine which wins the pot (Poker)
- Shuffle:** mix cards together preparatory to dealing the hands
- Shut-Out:** 1. Failure of the loser of a game to score a single point. *Shut out*, defeated with zero score. 2. A high bid made to prevent the opponents from bidding cheaply (Bridge)
- Shy:** short, as said of a pool to which some player owes chips
- Side:** a competing unit; two or more persons playing for a common score and therefore co-operating in the play of a game
- Side Bets:** bets on propositions other than who will win a game; bets additional to the regular stakes
- Side Card:** 1. Any in a suit other than a bidder's intended trump suit; plain card. 2. The highest card held outside of one pair or two pairs, referred to in deciding the higher hand between two hands otherwise tied (Poker)
- Side Money, Side Pot:** a pot separate from the main pot, formed by continued betting after one player has put all his chips into the main pot (Table Stakes Poker)
- Side Strength:** high cards in suits other than the bidder's intended trump
- Side Suit:** one other than the bidder's intended trump; plain suit
- Sight:** showdown; the right to compete in the main pot at the showdown (Poker)
- Signal:** any convention of play whereby opponents of the contractor properly give each other information, as in Bridge
- Sign-Off:** a bid that asks partner to pass or to close the auction as soon as possible (Bridge)
- Simple Game:** 1. The lowest declaration that may be bid; = frage or frog (Skat, etc). 2. Single pool (Loo)
- Simple Honours:** the score of 30 for three trump honours held by one side (Auction Bridge)
- Single Bete:** a forfeit paid by a bidder who concedes loss of the hand, without play (Auction Pinochle)
- Singleton:** an original holding of one card in a suit
- Sink:** omit announcement of a scoring combination, to gain possible advantage in play (Piquet)
- 60 Queens:** a meld of four queens, one of each suit (Pinochle)
- Skat, Scat:** widow; extra cards dealt to the table
- Skatmeister:** director of a Skat tournament
- Skeet:** a hand containing 2, 5, 9 and two cards lower than 9, but no pair (Poker)
- Skinning:** dealing cards by sliding them off the top of the pack without lifting them
- Skip Bid = Jump Bid**
- Skip Straight:** a hand comprising five odd or five even cards in sequence, as K-J-9-7-5 (Poker)
- Skis, Skus:** the highest trump, the XXII (Tarok)
- Skunked = Shut Out**
- Slam:** 1. The winning of all the tricks by one player or side. 2. *Grand slam*, thirteen tricks. *Little slam*, or *Small slam*, twelve tricks (Bridge)

DICTIONARY OF CARD-GAME TERMS

Sleeper: a dead or unclaimed bet left in the layout

Slippery Anne: the spade queen (Black Lady)

Slot: dealer's position, in a game conducted by a gambling house

Stuff, Slough: to discard

Smear: play a high-counting card on a trick won by partner

Smoke Out: compel play of the spade queen, by repeated leads of the suit (Black Lady)

Smooth: relatively good, as a "smooth seven" (7-4-3-2-A) in Lowball

Smother Play: the pick-up of a guarded high trump by a less-guarded master trump (Bridge)

Sneak: the lead of a plain-suit singleton (Whist)

Snoozer: the joker, as in Snoozer

Snowing = Milking

Soda: the uppermost card of the pack when it is put in the box (Faro)

Soft 17: a count of 17 including an ace counted for 11 (Vingt-et-Un)

Solid Suit: 1. A suit holding composed all of winning cards. 2. A suit that can be established by straight leads, as Q-J-10-9-8 (Bridge)

Solo: 1. A bid to play without a partner. 2. A bid or game in which the high bidder does not pick up the widow

Sota: in the Spanish pack, a knave, numbered 10

Space: a vacancy made in the tableau by removal of an entire pile, when the rules permit this vacancy to be filled (Solitaire)

Spade Overs: the score of 1 point for each spade won over eight (Casino)

Spades: 1. The suit denoted by the symbol ♠; also called pique (Fr.), Grun, Schuppen (Ger.). 2. The count of 1 point for winning seven or more spades (Casino)

Spadille, Spadilla, Spadill: the highest trump; the spade ace in Tarok; the club queen in Schafkopf

Split: 1. The turn of two cards of the same rank (Faro). 2. Discard a card from a combination or set (Rummy). 3. Play second hand, one of equal honours, as K-Q or Q-J (Bridge)

Split a Pair: divide two equal cards originally received, to make two separate hands (Vingt-et-Un)

Split Openers: discard part of a combination that qualified the hand to open the pot (Draw Poker)

Spot: 1. = Pip. 2. Give a handicap to

Spot Card: any of rank 10, 9, 8, 7, 6, 5, 4, 3, or 2. — *spot*, suffix added to the number of a card for clarity, as *fourspot*, *eightspot*

Spread: 1. Expose, display. 2. A contract that can be fulfilled without playing. 3. Melded set; to meld. 4. = Open Play

Squeeze: 1. Fan one's hand very slightly, so as to uncover only the corner indices. 2. Lead a suit that compels adverse hands to discard; an end-play based on this principle (Bridge)

Squeezers: playing cards that have indices in the corner, so that they can be read by

squeezing. (Note: prior to this century most cards manufactured did not have corner indices)

Stack: 1. Pile of chips; the quota of chips purchased at one time by a player. 2. Pre-arrange (the pack, or cards in it) for purposes of cheating

Stake: 1. The money or chips with which a player enters a game. 2. The agreed amount to be paid for each point, game, or rubber, in play for money

Stand: 1. Accept the turn-up for trump. 2. Refuse to draw additional cards (= stand out). 3. Stay in the current deal or pot, not drop

Standard Pack: 1. *Bridge*. 52 cards; 13 of each suit; spades, hearts, diamonds, clubs; in each suit A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2. 2. *Piquet, Skat*. 32 cards; the Bridge pack with all sixes and lower cards discarded. 3. *Pinochle*. 48 cards; equivalent to two Bridge packs with all eights and lower cards discarded. (Note: at least one joker is included with each pack manufactured; it is used only in certain games)

Stand-Off: tie; cancellation of a bet because of an indecisive result

Starter: the card turned up from the stock prior to the play (Cribbage)

Stay: 1. Remain in the current deal or pot; meet a bet; call, see. 2. Refuse to draw additional cards (= Stand)

Stich, das (Ger.): 1. Trick. 2. Last trick

Stiff Card = Long Card

Still Pack: the one temporarily out of use, when two packs are used alternately

Stock: the rest of the pack, after part of it is dealt in hands or layout

Stop: 1. Interruption of a series of plays through absence of the next card in sequence (Stops). 2. A call upon opponent to cease play because of a violation of a rule of order (Russian Bank)

Stop-Card: any wild card or black trey, so-called because when discarded it stops the next player from taking the discard pile (Canasta)

Stopper: a holding with which a hand can eventually win a trick against adverse leads of the suit

Straddle: the blind raise of a blind bet (Poker)

Straight: a hand of five cards in sequence, including two or more suits (Poker)

Straight Flush: five cards of the same suit in sequence (Poker)

Streak: a run of good or bad luck

Stringer: the meld of a sequence (Fanningue)

Strip: exhaust the cards of a suit in one or more hands, in preparation for an end-play (Bridge)

Stripped Pack: one from which some cards are permanently discarded for a particular game

Strippers: cards cut on the bias, used by cheats

Sub-Echo: a trump signal in a plain suit (Whist)

DICTIONARY OF CARD-GAME TERMS

Sub-Sneak: a lead from a plain-suit doubleton (Whist)

Sufficient Bid: one that is high enough legally to supersede the last previous bid

Suit: any of the four sets of thirteen cards each in the standard pack: spades, hearts, diamonds, clubs

Suitable Card: one that may be built on another or put in a space (Solitaire)

Support: 1. Raise. 2. Cards that may be of assistance to partner

Sweep: the count of 1 point for taking in all the cards on the table (Casino)

Sweepstake: a method of settling in Hearts.

Sweeten the Pot: ante again to a pot not opened on the previous deal (Poker)

Swing: 1. Lead (the master card of a suit). 2. See Swings (2)

Swings: 1. Cards in unbroken sequence from the top of the suit down. 2. Differences of scores on the same board played at various tables (Duplicate Bridge)

System: 1. A series of agreements between partners as to tactical procedure in various bidding situations (Bridge). 2. A schedule of bets successively to be placed at Faro or other betting games

T

Table: 1. The plane surface on which a game is played. 2. The group of players who compete together, including both active and inactive

Tableau: a part of the layout or of the later deal on which (usually) some building is allowed (Solitaire)

Table, From the = from the dummy (Bridge)

Take: accept the turned card for trump, such acceptance (Klüberjass)

Take a Hole: concede bet without playing (Pinochle)

Take-All: the winning of all the counting cards by one player (Hearts)

Take In: capture cards from the table with a card from the hand (Casino)

Take Odds: bet a smaller amount against a larger amount

Takeout: 1. The bid of a different denomination from that bid by partner (Bridge). 2. = Stack (1)

Takeout Double = Informatory Double

Take the Lead: make the first bet in a betting interval (Stud Poker)

Take Up: 1. Accept the turn-up for trump, said only of the dealer (Euchre). 2. Draw from the discard pile, especially when additional cards are thereby obtained (Rummy)

Tally: scoresheet, especially of the type used in progressive play

Talon (Fr.): 1. The stock; any special array of cards, as the eight reserve cards in Piquet. 2. The wastepile in Solitaire

Tap: 1. Rap on the table to signify a pass or a waiver of the cut. 2. Bet the whole amount of chips in front of a player (Table Stakes Poker)

Tarot: one of 22 playing cards designated as permanent trumps in the earliest packs of European playing cards, used in Tarok and other games

Team: in tournament play, four or more players competing as a unit (Bridge)

Tenace: a combination of high cards, not in sequence. *Perfect* —, two high cards in alternate sequence, as A-Q. *Major* —, the A-Q, or equivalent in a depleted suit. *Minor* —, the K-J, or equivalent in a depleted suit. *Double* —, the A-Q-10, A-J-10, or equivalent in a depleted suit. (Note: the term may derive partly from the A-10, an *imperfect* tenace, but this term is rare). (Bridge, Whist)

10-Point Card: any K, Q, J, 10, 9, or 8, each valued at 10 points (Canasta)

Tenth Card: one that counts 10, a face card or ten (Cribbage)

Third Hand: third in turn to call or play

Three-Card Echo: a signal to show a holding of three cards in a suit (Whist, Bridge)

Three of a Kind: three cards of the same rank

Threesome: a game in which the high bidder takes the first three cards of the widow (Tarok)

Throw-in: the stratagem of forcing an opponent in the lead, in order to compel him to lead to his disadvantage

Throw off: 1. Discard. 2. Smeat

Tierce: a sequence of three cards in the same suit (Piquet). *Tierce major*, the A-K-Q; *terce minor*, the K-Q-J

Tiger: 1. A Poker hand. See *Big Tiger*, *Little Tiger*. 2. Traditional symbol of a Faro game; see *Buck the Tiger*

—**Timer, as Six-Timer:** a hand that has the specified number of *places open* (Poker)

Top, Going On: paying a forfeit to drop out of a deal (Panguingue)

Total-Point Scoring: a method of scoring in Duplicate Bridge in which the net scores of each pair on each board are tallied

Touching Cards: cards in sequence

Tournament: a contest among a large number of entrants to determine a winner, often with the element of luck eliminated so far as possible

Tournee: a game in which trumps are decided by turning up a skat card (Skat)

Trail: lay a card from the hand on the table, without building or taking in (Casino)

Trash: 1. To discard. 2. Useless cards

Treboles (Sp.): the suit clubs

Treff (Ger.), Trèfle (Fr.): the suit clubs

Trey: any threespot

Trick: a batch of cards formed during the play by the contribution of one card from each hand

Trick Score: points earned by declarer for odd tricks (Bridge)

Triplet: three of a kind

Tripleton: a holding of three cards of a suit

Trips: triplets, three of a kind (Poker)

Trump: 1. A privileged card or suit, the

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privilege being that in the current deal every such card ranks higher than any plain (= non-trump) card. 2. Play a trump on the lead of a plain suit. 3. Any heart, in Hearts (*colloquial*)

Trump Card: 1. Any card that is a trump. 2. The turn-up

Turn: 1. A player's opportunity, in due rotation, to bid, declare, play, etc. 2. One period of the play, the drawing of two cards from the box (Faró)

Turn It Down: reject the turn-up for trump (Euchre)

Turn-Up: a card faced after the deal, to fix or propose the trump suit, or (in Rummy games) to found the discard pile

Twice Around: game of 121 points when scored on a Cribbage board

Two Pairs: a hand comprising a pair of one rank, a pair of a second rank, and a fifth card unmatched (Poker)

Two-Suiter: a hand containing two suits each of five or more cards (Bridge)

U

Ultimo: the winning of last trick with the lowest trump; a declaration to win ultimo (Tarok, etc.)

Unbalanced Hand: one that contains a singleton or void (Bridge)

Unblock: avoid or resolve a block, by cashing the high cards of the shorter holding first or by discarding cards that block the suit (Bridge)

Undercut: defeat of the knocker by a hand with equal or lower count; show such a hand (Gin Rummy)

Underplay: lead or follow suit with a lower card when holding a higher card; hold up; refuse to cover

Under the Guns: said of the first player in turn to bet (Poker)

Undertrick: a trick by which declarer falls short of his contract (Bridge)

Unload: reduce the count of one's hand by melding and by discarding high cards (Rummy)

Unmatched Card: one not included in a set; deadwood (Rummy)

Unten, Unter (Ger.): a playing card, jack. (*Note:* when this term is used, the queen is called *ober*)

—**Up, as Aces Up:** a hand of two pairs, the higher pair being specified (Poker)

Upcard: 1. One dealt to a player properly face up (Stud Poker). 2. The first card of the stock turned up to start the discard pile at any time (Rummy)

V

V: abbr. of valet (= jack)

Valet (Fr.): a playing card jack

Valle Cards: threes, fives, and sevens (Panguingue)

Valse, Waltz: proposal to abandon the deal, on refusal of which the opponent becomes the trump maker (Belotte)

Value of Cards: 1. The arbitrary count assigned to each card, for scoring purposes. Also *point-value*. 2. The strength or worth of various holdings, estimated, for purpose of bidding, declaring, etc. 3. Rank (*rare*)

Vanderbilt Club: a Bridge bidding convention

Vigorish: the fee or percentage collected by a gambling house; perhaps from *vicarage*

Void: a holding of no cards in a suit

Vole: winning of all the tricks by one player.

Vorhand (Ger.) = Forehand

Vulnerable: said of a side having won a gam. towards rubber (Contract Bridge)

W

W: abbr. of West

Waltz = Valse (Belotte)

Wastepile: a pile in which cards turned from the stock are laid face up, if they cannot at the moment be played elsewhere (Solitaire)

Wenzel (Ger.): a playing card jack, especially of the trump suit

Whangdoodles = Roodles

Wheel: = Bicycle (Lowball)

Whipsaw: 1. Loss of two bets on the same turn, one a bet to lose and the other a bet to win (Faró). 2. A method of collusion between cheats, both raising to freeze out a victim that only one can beat (Poker)

Whiskey Hole: a score one point short of game

Whitewashed: beaten without having scored a point; = Shut Out

Wide Cards: two cards twice or more separated in rank, as 8-5 (Cribbage)

Widow: an extra hand or lesser number of cards dealt face down, belonging at the outset to no player. Also *skat, scat, miss, blind*, and (incorrectly) *kitty*

Wild Card: 1. 1. One that may be designated by the holder to represent any other card for purpose of filling a meld, completing a hand, etc. 2. A card, the discard of which is completely unsafe so far as the player can infer (Rummy)

Wild Discard: dangerous discard; one that may be used by the next player (Rummy). (*Note:* seldom used to mean the discard of a wild card)

Winner: a card that wins a trick; one that may be expected to win a trick

With: having the specified number of matadors, as *with two* (Skat)

Without: 1. Lacking the specified number of matadors, as *without two* (Skat). 2. A call meaning *no trumps*

X, Y

X: a symbol representing an indifferent low card, as ♠Kx, meaning the heart king accompanied by any other lower heart

Yarborough: a hand containing no card higher than a nine (Whist)

Younger: the dealer in a two-hand game; = Mineur